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Unique solved — kkykky

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

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

Filters: none

Count: 287

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[kkykky's solution](#)
- 2.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,084 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[kkykky's solution](#)
- 3.**
2158A
[Suspension](#) · [Tutorial](#)
Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[kkykky's solution](#)
- 4.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[kkykky's solution](#)
- 5.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[kkykky's solution](#)
- 6.**
2119A
[Add or XOR](#) · [Tutorial](#)
Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[kkykky's solution](#)
- 7.**
2113A
[Shashliks](#) · [Tutorial](#)
Quality: 20,512 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[kkykky's solution](#)
- 8.**
2111A
[Energy Crystals](#) · [Tutorial](#)
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[kkykky's solution](#)
- 9.**
2110A
[Fashionable Array](#) · [Tutorial](#)
Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[kkykky's solution](#)
- 10.**
2109A
[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kkykky's solution](#)

11.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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12.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[kkykky's solution](#)

13.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kkykky's solution](#)

14.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[kkykky's solution](#)

15.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[kkykky's solution](#)

16.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[kkykky's solution](#)

17.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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18.

1975A

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Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[kkykky's solution](#)

19.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[kkykky's solution](#)

20.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kkykky's solution](#)

21.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[kkykky's solution](#)

22.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[kkykky's solution](#)

23.

1873A

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Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kkykky's solution](#)

24.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[kkykky's solution](#)

25.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[kkykky's solution](#)

26.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
[kkykky's solution](#)

27.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[kkykky's solution](#)

28.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[kkykky's solution](#)

29.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kkykky's solution](#)

30.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[kkykky's solution](#)

31.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kkykky's solution](#)

32.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[kkykky's solution](#)

33.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[kkykky's solution](#)

34.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[kkykky's solution](#)

35.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[kkykky's solution](#)

36.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[kkykky's solution](#)

37.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kkykky's solution](#)

38.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[kkykky's solution](#)

39.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[kkykky's solution](#)

40.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kkykky's solution](#)

41.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[kkykky's solution](#)

- 42.**
2113B
[Good Start](#) · [Tutorial](#)
Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[kkykky's solution](#)
- 43.**
2109B
[Slice to Survive](#) · [Tutorial](#)
Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[kkykky's solution](#)
- 44.**
2067B
[Two Large Bags](#) · [Tutorial](#)
Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings
[kkykky's solution](#)
- 45.**
1205A
[Almost Equal](#) · [Tutorial](#)
Quality: 14,708 global accepts · Rating: 1200 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[kkykky's solution](#)
- 46.**
2062C
[Cirno and Operations](#) · [Tutorial](#)
Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[kkykky's solution](#)
- 47.**
1982C
[Boring Day](#) · [Tutorial](#)
Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[kkykky's solution](#)
- 48.**
1982B
[Collatz Conjecture](#) · [Tutorial](#)
Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[kkykky's solution](#)
- 49.**
1975C
[Chamo and Mocha's Array](#) · [Tutorial](#)
Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[kkykky's solution](#)
- 50.**
1870B
[Friendly Arrays](#) · [Tutorial](#)
Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[kkykky's solution](#)
- 51.**
2211C1
[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)
Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[kkykky's solution](#)

52.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[kkykky's solution](#)

53.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[kkykky's solution](#)

54.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[kkykky's solution](#)

55.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[kkykky's solution](#)

56.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[kkykky's solution](#)

57.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[kkykky's solution](#)

58.

2190B1

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

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[kkykky's solution](#)

59.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
[kkykky's solution](#)

60.

2157C

[Meximum Array 2](#) · [Tutorial](#)

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[kkykky's solution](#)

61.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[kkykky's solution](#)

62.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[kkykky's solution](#)

63.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics
[kkykky's solution](#)

64.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[kkykky's solution](#)

65.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math
[kkykky's solution](#)

66.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[kkykky's solution](#)

67.

2157D

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

Quality: 6,019 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
[kkykky's solution](#)

68.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[kkykky's solution](#)

69.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[kkykky's solution](#)

70.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[kkykky's solution](#)

71.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[kkykky's solution](#)

72.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[kkykky's solution](#)

73.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[kkykky's solution](#)

74.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[kkykky's solution](#)

75.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kkykky's solution](#)

76.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[kkykky's solution](#)

77.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[kkykky's solution](#)

78.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kkykky's solution](#)

79.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[kkykky's solution](#)

80.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[kkykky's solution](#)

81.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[kkykky's solution](#)

82.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[kkykky's solution](#)

83.

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[kkykky's solution](#)

84.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kkykky's solution](#)

85.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[kkykky's solution](#)

86.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kkykky's solution](#)

87.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kkykky's solution](#)

88.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[kkykky's solution](#)

89.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[kkykky's solution](#)

90.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 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

[kkykky's solution](#)

91.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kkykky's solution](#)

92.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[kkykky's solution](#)

93.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[kkykky's solution](#)

94.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[kkykky's solution](#)

95.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities
[kkykky's solution](#)

96.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers
[kkykky's solution](#)

97.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[kkykky's solution](#)

98.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[kkykky's solution](#)

99.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures
[kkykky's solution](#)

100.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[kkykky's solution](#)

101.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[kkykky's solution](#)

102.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kkykky's solution](#)

103.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[kkykky's solution](#)

104.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[kkykky's solution](#)

105.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kkykky's solution](#)

106.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[kkykky's solution](#)

107.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[kkykky's solution](#)

108.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[kkykky's solution](#)

109.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[kkykky's solution](#)

110.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[kkykky's solution](#)

111.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[kkykky's solution](#)

112.

571A

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

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[kkykky's solution](#)

113.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[kkykky's solution](#)

114.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings
[kkykky's solution](#)

115.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
[kkykky's solution](#)

116.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-06 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[kkykky's solution](#)

117.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kkykky's solution](#)

118.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[kkykky's solution](#)

119.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[kkykky's solution](#)

120.

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[kkykky's solution](#)

121.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[kkykky's solution](#)

122.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[kkykky's solution](#)

123.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[kkykky's solution](#)

124.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[kkykky's solution](#)

125.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[kkykky's solution](#)

126.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[kkykky's solution](#)

127.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, interactive

[kkykky's solution](#)

128.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[kkykky's solution](#)

129.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[kkykky's solution](#)

130.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[kkykky's solution](#)

131.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[kkykky's solution](#)

132.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[kkykky's solution](#)

133.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[kkykky's solution](#)

134.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[kkykky's solution](#)

135.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[kkykky's solution](#)

136.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[kkykky's solution](#)

137.

1929F

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

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[kkykky's solution](#)

138.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[kkykky's solution](#)

139.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[kkykky's solution](#)

140.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[kkykky's solution](#)

141.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[kkykky's solution](#)

142.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[kkykky's solution](#)

143.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[kkykky's solution](#)

144.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[kkykky's solution](#)

145.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 2300 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[kkykky's solution](#)

146.

2211F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[kkykky's solution](#)

147.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[kkykky's solution](#)

148.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kkykky's solution](#)

149.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[kkykky's solution](#)

150.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[kkykky's solution](#)

151.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[kkykky's solution](#)

152.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[kkykky's solution](#)

153.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[kkykky's solution](#)

154.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[kkykky's solution](#)

155.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[kkykky's solution](#)

156.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[kkykky's solution](#)

157.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[kkykky's solution](#)

158.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[kkykky's solution](#)

159.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[kkykky's solution](#)

160.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[kkykky's solution](#)

161.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings
[kkykky's solution](#)

162.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[kkykky's solution](#)

163.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[kkykky's solution](#)

164.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kkykky's solution](#)

165.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[kkykky's solution](#)

166.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[kkykky's solution](#)

167.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[kkykky's solution](#)

168.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[kkykky's solution](#)

169.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[kkykky's solution](#)

170.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[kkykky's solution](#)

171.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[kkykky's solution](#)

172.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kkykky's solution](#)

173.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[kkykky's solution](#)

174.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[kkykky's solution](#)

175.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[kkykky's solution](#)

176.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[kkykky's solution](#)

177.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[kkykky's solution](#)

178.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[kkykky's solution](#)

179.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[kkykky's solution](#)

180.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[kkykky's solution](#)

181.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[kkykky's solution](#)

182.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[kkykky's solution](#)

183.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[kkykky's solution](#)

184.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[kkykky's solution](#)

185.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[kkykky's solution](#)

186.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[kkykky's solution](#)

187.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[kkykky's solution](#)

188.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[kkykky's solution](#)

189.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[kkykky's solution](#)

190.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[kkykky's solution](#)

191.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[kkykky's solution](#)

192.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[kkykky's solution](#)

193.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[kkykky's solution](#)

194.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[kkykky's solution](#)

195.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kkykky's solution](#)

196.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[kkykky's solution](#)

197.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[kkykky's solution](#)

198.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kkykky's solution](#)

199.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[kkykky's solution](#)

200.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2900 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[kkykky's solution](#)

201.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[kkykky's solution](#)

202.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[kkykky's solution](#)

203.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[kkykky's solution](#)

204.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[kkykky's solution](#)

205.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[kkykky's solution](#)

206.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[kkykky's solution](#)

207.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[kkykky's solution](#)

208.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[kkykky's solution](#)

209.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[kkykky's solution](#)

210.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[kkykky's solution](#)

211.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[kkykky's solution](#)

212.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[kkykky's solution](#)

213.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[kkykky's solution](#)

214.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[kkykky's solution](#)

215.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[kkykky's solution](#)

216.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[kkykky's solution](#)

217.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[kkykky's solution](#)

218.

2043G

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

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[kkykky's solution](#)

219.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kkykky's solution](#)

220.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kkykky's solution](#)

221.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kkykky's solution](#)

222.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2025-04-21 · last AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[kkykky's solution](#)

223.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[kkykky's solution](#)

224.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math
[kkykky's solution](#)

225.

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[kkykky's solution](#)

226.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[kkykky's solution](#)

227.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities
[kkykky's solution](#)

228.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 499 global accepts · Rating: 3100 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[kkykky's solution](#)

229.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[kkykky's solution](#)

230.

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[kkykky's solution](#)

231.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[kkykky's solution](#)

232.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[kkykky's solution](#)

233.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-06-16 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kkykky's solution](#)

234.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[kkykky's solution](#)

235.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[kkykky's solution](#)

236.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[kkykky's solution](#)

237.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[kkykky's solution](#)

238.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[kkykky's solution](#)

239.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[kkykky's solution](#)

240.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[kkykky's solution](#)

241.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[kkykky's solution](#)

242.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[kkykky's solution](#)

243.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[kkykky's solution](#)

244.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-06-16 · last AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[kkykky's solution](#)

245.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kkykky's solution](#)

246.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kkykky's solution](#)

247.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[kkykky's solution](#)

248.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[kkykky's solution](#)

249.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kkykky's solution](#)

250.

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[kkykky's solution](#)

251.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-04-23 · last AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, trees

[kkykky's solution](#)

252.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kkykky's solution](#)

253.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[kkykky's solution](#)

254.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[kkykky's solution](#)

255.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[kkykky's solution](#)

256.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[kkykky's solution](#)

257.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[kkykky's solution](#)

258.

1874G

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

Quality: 150 global accepts · Rating: 3500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kkykky's solution](#)

259.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kkykky's solution](#)

260.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[kkykky's solution](#)

261.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[kkykky's solution](#)

262.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[kkykky's solution](#)

263.

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kkykky's solution](#)

264.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[kkykky's solution](#)

265.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[kkykky's solution](#)

266.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[kkykky's solution](#)

267.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[kkykky's solution](#)

268.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[kkykky's solution](#)

269.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[kkykky's solution](#)

270.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[kkykky's solution](#)

271.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

272.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[kkykky's solution](#)

273.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

274.

102331F

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

Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

275.

398E

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

Quality: 124 global accepts · Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

276.

102512E

[Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

277.

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

278.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

279.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

280.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · last AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

281.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

282.

102979A

[Another Tree Queries Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[kkykky's solution](#)

283.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[kkykky's solution](#)

284.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[kkykky's solution](#)

285.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kkykky's solution](#)

286.

102394I

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

Rating: — · first AC: 2024-09-26 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[kkykky's solution](#)

287.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[kkykky's solution](#)