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Unique solved — kl0989e

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

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

Filters: none

Count: 399

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[kl0989e's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[kl0989e's solution](#)

3.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kl0989e's solution](#)

4.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,890 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[kl0989e's solution](#)

5.

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[kl0989e's solution](#)

6.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[kl0989e's solution](#)

7.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[kl0989e's solution](#)

8.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[kl0989e's solution](#)

9.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[kl0989e's solution](#)

10.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[kl0989e's solution](#)

11.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kl0989e's solution](#)

12.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[kl0989e's solution](#)

13.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[kl0989e's solution](#)

14.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[kl0989e's solution](#)

15.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,987 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[kl0989e's solution](#)

16.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[kl0989e's solution](#)

17.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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18.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[kl0989e's solution](#)

19.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[kl0989e's solution](#)

20.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[kl0989e's solution](#)

21.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, math
[kl0989e's solution](#)

22.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[kl0989e's solution](#)

23.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[kl0989e's solution](#)

24.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kl0989e's solution](#)

25.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[kl0989e's solution](#)

26.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[kl0989e's solution](#)

27.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kl0989e's solution](#)

28.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: geometry, implementation
[kl0989e's solution](#)

29.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,198 global accepts · Rating: 800 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: implementation
[kl0989e's solution](#)

30.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[kl0989e's solution](#)

31.

1475B

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

Quality: 57,254 global accepts · Rating: 900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[kl0989e's solution](#)

32.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,511 global accepts · Rating: 900 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[kl0989e's solution](#)

33.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[kl0989e's solution](#)

34.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[kl0989e's solution](#)

35.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kl0989e's solution](#)

36.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[kl0989e's solution](#)

37.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[kl0989e's solution](#)

38.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kl0989e's solution](#)

39.

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,061 global accepts · Rating: 900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[kl0989e's solution](#)

40.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[kl0989e's solution](#)

41.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,698 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[kl0989e's solution](#)

42.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[kl0989e's solution](#)

43.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[kl0989e's solution](#)

44.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kl0989e's solution](#)

45.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kl0989e's solution](#)

46.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[kl0989e's solution](#)

47.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[kl0989e's solution](#)

48.

2211B

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

Quality: 11,634 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[kl0989e's solution](#)

49.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[kl0989e's solution](#)

50.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[kl0989e's solution](#)

51.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[kl0989e's solution](#)

52.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[kl0989e's solution](#)

53.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kl0989e's solution](#)

54.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[kl0989e's solution](#)

55.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[kl0989e's solution](#)

56.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[kl0989e's solution](#)

57.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[kl0989e's solution](#)

58.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[kl0989e's solution](#)

59.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[kl0989e's solution](#)

60.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kl0989e's solution](#)

61.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[kl0989e's solution](#)

62.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[kl0989e's solution](#)

63.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kl0989e's solution](#)

64.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kl0989e's solution](#)

65.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[kl0989e's solution](#)

66.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kl0989e's solution](#)

67.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[kl0989e's solution](#)

68.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kl0989e's solution](#)

69.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[kl0989e's solution](#)

70.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[kl0989e's solution](#)

71.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation

[kl0989e's solution](#)

72.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[kl0989e's solution](#)

73.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[kl0989e's solution](#)

74.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[kl0989e's solution](#)

75.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[kl0989e's solution](#)

76.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[kl0989e's solution](#)

77.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, sortings
[kl0989e's solution](#)

78.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[kl0989e's solution](#)

79.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,271 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
[kl0989e's solution](#)

80.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[kl0989e's solution](#)

81.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[kl0989e's solution](#)

82.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kl0989e's solution](#)

83.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[kl0989e's solution](#)

84.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kl0989e's solution](#)

85.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,153 global accepts · Rating: 1300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[kl0989e's solution](#)

86.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[kl0989e's solution](#)

87.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kl0989e's solution](#)

88.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[kl0989e's solution](#)

89.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[kl0989e's solution](#)

90.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[kl0989e's solution](#)

91.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[kl0989e's solution](#)

92.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy,

implementation, math, shortest paths

[kl0989e's solution](#)

93.

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[kl0989e's solution](#)

94.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[kl0989e's solution](#)

95.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,711 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[kl0989e's solution](#)

96.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[kl0989e's solution](#)

97.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[kl0989e's solution](#)

98.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kl0989e's solution](#)

99.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kl0989e's solution](#)

100.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kl0989e's solution](#)

101.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths

[kl0989e's solution](#)

102.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kl0989e's solution](#)

103.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[kl0989e's solution](#)

104.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[kl0989e's solution](#)

105.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[kl0989e's solution](#)

106.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[kl0989e's solution](#)

107.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,208 global accepts · Rating: 1500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[kl0989e's solution](#)

108.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2024-07-25 · last AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs
[kl0989e's solution](#)

109.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[kl0989e's solution](#)

110.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kl0989e's solution](#)

111.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[kl0989e's solution](#)

112.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[kl0989e's solution](#)

113.

847A

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

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kl0989e's solution](#)

114.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[kl0989e's solution](#)

115.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[kl0989e's solution](#)

116.

2207C

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

Quality: 5,448 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[kl0989e's solution](#)

117.

2207B

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

Quality: 5,811 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[kl0989e's solution](#)

118.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[kl0989e's solution](#)

119.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[kl0989e's solution](#)

120.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[kl0989e's solution](#)

121.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[kl0989e's solution](#)

122.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[kl0989e's solution](#)

123.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[kl0989e's solution](#)

124.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[kl0989e's solution](#)

125.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[kl0989e's solution](#)

126.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[kl0989e's solution](#)

127.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[kl0989e's solution](#)

128.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[kl0989e's solution](#)

129.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kl0989e's solution](#)

130.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kl0989e's solution](#)

131.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,826 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kl0989e's solution](#)

132.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[kl0989e's solution](#)

133.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[kl0989e's solution](#)

134.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,204 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[kl0989e's solution](#)

135.

1903D1

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

Quality: 7,149 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[kl0989e's solution](#)

136.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[kl0989e's solution](#)

137.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[kl0989e's solution](#)

138.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[kl0989e's solution](#)

139.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2024-07-25 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[kl0989e's solution](#)

140.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[kl0989e's solution](#)

141.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kl0989e's solution](#)

142.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[kl0989e's solution](#)

143.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[kl0989e's solution](#)

144.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[kl0989e's solution](#)

145.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[kl0989e's solution](#)

146.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[kl0989e's solution](#)

147.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[kl0989e's solution](#)

148.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[kl0989e's solution](#)

149.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[kl0989e's solution](#)

150.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[kl0989e's solution](#)

151.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kl0989e's solution](#)

152.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[kl0989e's solution](#)

153.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kl0989e's solution](#)

154.

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[kl0989e's solution](#)

155.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[kl0989e's solution](#)

156.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[kl0989e's solution](#)

157.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[kl0989e's solution](#)

158.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[kl0989e's solution](#)

159.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[kl0989e's solution](#)

160.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-04-09 · last AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[kl0989e's solution](#)

161.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths

[kl0989e's solution](#)

162.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[kl0989e's solution](#)

163.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[kl0989e's solution](#)

164.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[kl0989e's solution](#)

165.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[kl0989e's solution](#)

166.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[kl0989e's solution](#)

167.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[kl0989e's solution](#)

168.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[kl0989e's solution](#)

169.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[kl0989e's solution](#)

170.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

171.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[kl0989e's solution](#)

172.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[kl0989e's solution](#)

173.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[kl0989e's solution](#)

174.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[kl0989e's solution](#)

175.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[kl0989e's solution](#)

176.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[kl0989e's solution](#)

177.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, strings

[kl0989e's solution](#)

178.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[kl0989e's solution](#)

179.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[kl0989e's solution](#)

180.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[kl0989e's solution](#)

181.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kl0989e's solution](#)

182.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[kl0989e's solution](#)

183.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kl0989e's solution](#)

184.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[kl0989e's solution](#)

185.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[kl0989e's solution](#)

186.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[kl0989e's solution](#)

187.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kl0989e's solution](#)

188.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[kl0989e's solution](#)

189.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kl0989e's solution](#)

190.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[kl0989e's solution](#)

191.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kl0989e's solution](#)

192.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[kl0989e's solution](#)

193.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[kl0989e's solution](#)

194.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,886 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[kl0989e's solution](#)

195.

1354D

[Multiset · Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[kl0989e's solution](#)

196.

1926G

[Vlad and Trouble at MIT · Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[kl0989e's solution](#)

197.

1932F

[Feed Cats · Tutorial](#)

Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings
[kl0989e's solution](#)

198.

1304E

[1-Trees and Queries · Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[kl0989e's solution](#)

199.

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
[kl0989e's solution](#)

200.

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[kl0989e's solution](#)

201.

964D

[Destruction of a Tree · Tutorial](#)

Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[kl0989e's solution](#)

202.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[kl0989e's solution](#)

203.

545E

[Paths and Trees · Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[kl0989e's solution](#)

204.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kl0989e's solution](#)

205.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kl0989e's solution](#)

206.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2024-04-23 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[kl0989e's solution](#)

207.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[kl0989e's solution](#)

208.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[kl0989e's solution](#)

209.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[kl0989e's solution](#)

210.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[kl0989e's solution](#)

211.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, probabilities

[kl0989e's solution](#)

212.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[kl0989e's solution](#)

213.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[kl0989e's solution](#)

214.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, trees

[kl0989e's solution](#)

215.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[kl0989e's solution](#)

216.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[kl0989e's solution](#)

217.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[kl0989e's solution](#)

218.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

[kl0989e's solution](#)

219.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[kl0989e's solution](#)

220.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[kl0989e's solution](#)

221.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[kl0989e's solution](#)

222.

2207E1

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

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[kl0989e's solution](#)

223.

609E

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

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[kl0989e's solution](#)

224.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[kl0989e's solution](#)

225.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[kl0989e's solution](#)

226.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[kl0989e's solution](#)

227.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[kl0989e's solution](#)

228.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[kl0989e's solution](#)

229.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[kl0989e's solution](#)

230.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kl0989e's solution](#)

231.

322E

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

Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer

[kl0989e's solution](#)

232.

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[kl0989e's solution](#)

233.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[kl0989e's solution](#)

234.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry
[kl0989e's solution](#)

235.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[kl0989e's solution](#)

236.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,028 global accepts · Rating: 2100 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
[kl0989e's solution](#)

237.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[kl0989e's solution](#)

238.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[kl0989e's solution](#)

239.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[kl0989e's solution](#)

240.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[kl0989e's solution](#)

241.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[kl0989e's solution](#)

242.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
[kl0989e's solution](#)

243.

1261D1

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

Rating: 2200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[kl0989e's solution](#)

244.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[kl0989e's solution](#)

245.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kl0989e's solution](#)

246.

1918E

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

Quality: 2,063 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[kl0989e's solution](#)

247.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees
[kl0989e's solution](#)

248.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[kl0989e's solution](#)

249.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[kl0989e's solution](#)

250.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
[kl0989e's solution](#)

251.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[kl0989e's solution](#)

252.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[kl0989e's solution](#)

253.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees
[kl0989e's solution](#)

254.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[kl0989e's solution](#)

255.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[kl0989e's solution](#)

256.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kl0989e's solution](#)

257.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[kl0989e's solution](#)

258.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[kl0989e's solution](#)

259.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[kl0989e's solution](#)

260.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs
[kl0989e's solution](#)

261.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings
[kl0989e's solution](#)

262.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[kl0989e's solution](#)

263.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, geometry
[kl0989e's solution](#)

264.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kl0989e's solution](#)

265.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[kl0989e's solution](#)

266.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[kl0989e's solution](#)

267.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[kl0989e's solution](#)

268.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[kl0989e's solution](#)

269.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[kl0989e's solution](#)

270.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[kl0989e's solution](#)

271.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[kl0989e's solution](#)

272.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[kl0989e's solution](#)

273.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[kl0989e's solution](#)

274.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kl0989e's solution](#)

275.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kl0989e's solution](#)

276.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[kl0989e's solution](#)

277.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[kl0989e's solution](#)

278.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

279.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[kl0989e's solution](#)

280.

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[kl0989e's solution](#)

281.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[kl0989e's solution](#)

282.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kl0989e's solution](#)

283.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[kl0989e's solution](#)

284.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[kl0989e's solution](#)

285.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[kl0989e's solution](#)

286.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[kl0989e's solution](#)

287.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[kl0989e's solution](#)

288.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[kl0989e's solution](#)

289.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[kl0989e's solution](#)

290.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[kl0989e's solution](#)

291.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[kl0989e's solution](#)

292.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[kl0989e's solution](#)

293.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[kl0989e's solution](#)

294.

246E

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

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[kl0989e's solution](#)

295.

1261D2

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

Rating: 2400 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[kl0989e's solution](#)

296.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[kl0989e's solution](#)

297.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[kl0989e's solution](#)

298.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[kl0989e's solution](#)

299.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[kl0989e's solution](#)

300.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[kl0989e's solution](#)

301.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[kl0989e's solution](#)

302.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[kl0989e's solution](#)

303.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[kl0989e's solution](#)

304.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[kl0989e's solution](#)

305.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[kl0989e's solution](#)

306.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[kl0989e's solution](#)

307.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[kl0989e's solution](#)

308.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[kl0989e's solution](#)

309.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2024-06-28 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing

[kl0989e's solution](#)

310.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[kl0989e's solution](#)

311.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[kl0989e's solution](#)

312.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kl0989e's solution](#)

313.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kl0989e's solution](#)

314.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, number theory
[kl0989e's solution](#)

315.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[kl0989e's solution](#)

316.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[kl0989e's solution](#)

317.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[kl0989e's solution](#)

318.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[kl0989e's solution](#)

319.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[kl0989e's solution](#)

320.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[kl0989e's solution](#)

321.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[kl0989e's solution](#)

322.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[kl0989e's solution](#)

323.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[kl0989e's solution](#)

324.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs
[kl0989e's solution](#)

325.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation
[kl0989e's solution](#)

326.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
[kl0989e's solution](#)

327.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry
[kl0989e's solution](#)

328.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[kl0989e's solution](#)

329.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[kl0989e's solution](#)

330.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[kl0989e's solution](#)

331.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kl0989e's solution](#)

332.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures
[kl0989e's solution](#)

333.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[kl0989e's solution](#)

334.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[kl0989e's solution](#)

335.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[kl0989e's solution](#)

336.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities
[kl0989e's solution](#)

337.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers
[kl0989e's solution](#)

338.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[kl0989e's solution](#)

339.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows
[kl0989e's solution](#)

340.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[kl0989e's solution](#)

341.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kl0989e's solution](#)

342.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[kl0989e's solution](#)

343.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities
[kl0989e's solution](#)

344.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[kl0989e's solution](#)

345.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[kl0989e's solution](#)

346.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[kl0989e's solution](#)

347.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[kl0989e's solution](#)

348.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[kl0989e's solution](#)

349.

613D

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

Quality: 4,036 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[kl0989e's solution](#)

350.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: flows

[kl0989e's solution](#)

351.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[kl0989e's solution](#)

352.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[kl0989e's solution](#)

353.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[kl0989e's solution](#)

354.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[kl0989e's solution](#)

355.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[kl0989e's solution](#)

356.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[kl0989e's solution](#)

357.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kl0989e's solution](#)

358.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kl0989e's solution](#)

359.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kl0989e's solution](#)

360.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[kl0989e's solution](#)

361.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: flows

[kl0989e's solution](#)

362.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[kl0989e's solution](#)

363.

104197G

[Graph Problem With Small \\$\\$\\$](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kl0989e's solution](#)

364.

104925D

[Filesystem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · last AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

365.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[kl0989e's solution](#)

366.

2095F

[IS Cæb 0B \\$bICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[kl0989e's solution](#)

367.

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[kl0989e's solution](#)

368.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[kl0989e's solution](#)

369.

2095E

[Pair Count · Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[kl0989e's solution](#)

370.

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[kl0989e's solution](#)

371.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[kl0989e's solution](#)

372.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[kl0989e's solution](#)

373.

102787A

[Shandom Ruffle · Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

374.

104197I

[Increasing Grid · Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

375.

1302D

[Dijkstra · Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

376.

1302C

[Segment tree or Fenwick? · Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kl0989e's solution](#)

377.

102694E

[Filthy Rich Trees · Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

378.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

379.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

380.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

381.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

382.

102694A

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

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

383.

100676H

[H. Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

384.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

385.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

386.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

387.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

388.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

389.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[kl0989e's solution](#)

390.

103148C

[Twin Cookies](#) · [Tutorial](#)

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