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Unique solved — klee

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1743A
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- 3.**
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1400A
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2144A
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1923A
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11.

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15.

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21.

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25.

1839A

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29.

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1716B

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34.

1838A

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35.

1828A

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37.

1832A

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38.

1814A

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1818A

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1810B

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1810A

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42.

1786A2

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43.

1786A1

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1821A

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1804A

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47.

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48.

1809A

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50.

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51.

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52.

1787A

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54.

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55.

1748A

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56.

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57.

1765B

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58.

1763A

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59.

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60.

1767B

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61.

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1766A
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1736A
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78.

1715A

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79.

1704A

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81.

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82.

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83.

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84.

1678A

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85.

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88.

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89.

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91.

1631A

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92.

1629B

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94.

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98.

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101.

1598A

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102.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[klee's solution](#)

103.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,378 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: strings
[klee's solution](#)

104.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[klee's solution](#)

105.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[klee's solution](#)

106.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[klee's solution](#)

107.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[klee's solution](#)

108.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[klee's solution](#)

109.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[klee's solution](#)

110.

1856B

[Good Arrays](#) · [Tutorial](#)

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

[klee's solution](#)

111.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[klee's solution](#)

112.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[klee's solution](#)

113.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[klee's solution](#)

114.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,325 global accepts · Rating: 900 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[klee's solution](#)

115.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[klee's solution](#)

116.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[klee's solution](#)

117.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[klee's solution](#)

118.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[klee's solution](#)

119.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[klee's solution](#)

120.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[klee's solution](#)

121.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[klee's solution](#)

122.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[klee's solution](#)

123.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[klee's solution](#)

124.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation
[klee's solution](#)

125.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[klee's solution](#)

126.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[klee's solution](#)

127.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[klee's solution](#)

128.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[klee's solution](#)

129.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[klee's solution](#)

130.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[klee's solution](#)

131.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[klee's solution](#)

132.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[klee's solution](#)

133.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

134.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[klee's solution](#)

135.

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[klee's solution](#)

136.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[klee's solution](#)

137.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

138.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[klee's solution](#)

139.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[klee's solution](#)

140.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

141.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[klee's solution](#)

142.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[klee's solution](#)

143.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[klee's solution](#)

144.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[klee's solution](#)

145.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[klee's solution](#)

146.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,900 global accepts · Rating: 1000 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[klee's solution](#)

147.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[klee's solution](#)

148.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[klee's solution](#)

149.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[klee's solution](#)

150.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[klee's solution](#)

151.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[klee's solution](#)

152.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[klee's solution](#)

153.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[klee's solution](#)

154.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,296 global accepts · Rating: 1100 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[klee's solution](#)

155.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[klee's solution](#)

156.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[klee's solution](#)

157.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[klee's solution](#)

158.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[klee's solution](#)

159.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[klee's solution](#)

160.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[klee's solution](#)

161.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[klee's solution](#)

162.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[klee's solution](#)

163.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[klee's solution](#)

164.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[klee's solution](#)

165.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[klee's solution](#)

166.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[klee's solution](#)

167.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[klee's solution](#)

168.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[klee's solution](#)

169.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[klee's solution](#)

170.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[klee's solution](#)

171.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[klee's solution](#)

172.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[klee's solution](#)

173.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[klee's solution](#)

174.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[klee's solution](#)

175.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[klee's solution](#)

176.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[klee's solution](#)

177.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[klee's solution](#)

178.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[klee's solution](#)

179.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[klee's solution](#)

180.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[klee's solution](#)

181.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[klee's solution](#)

182.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[klee's solution](#)

183.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[klee's solution](#)

184.

1859C

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

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

[klee's solution](#)

185.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[klee's solution](#)

186.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[klee's solution](#)

187.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[klee's solution](#)

188.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[klee's solution](#)

189.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[klee's solution](#)

190.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[klee's solution](#)

191.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[klee's solution](#)

192.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[klee's solution](#)

193.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[klee's solution](#)

194.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[klee's solution](#)

195.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[klee's solution](#)

196.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

197.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[klee's solution](#)

198.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[klee's solution](#)

199.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[klee's solution](#)

200.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[klee's solution](#)

201.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[klee's solution](#)

202.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[klee's solution](#)

203.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[klee's solution](#)

204.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[klee's solution](#)

205.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[klee's solution](#)

206.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[klee's solution](#)

207.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[klee's solution](#)

208.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[klee's solution](#)

209.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[klee's solution](#)

210.

1864C

[Divisor Chain](#) · [Tutorial](#)

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

211.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[klee's solution](#)

212.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[klee's solution](#)

213.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[klee's solution](#)

214.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[klee's solution](#)

215.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[klee's solution](#)

216.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[klee's solution](#)

217.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[klee's solution](#)

218.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[klee's solution](#)

219.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[klee's solution](#)

220.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[klee's solution](#)

221.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[klee's solution](#)

222.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[klee's solution](#)

223.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[klee's solution](#)

224.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[klee's solution](#)

225.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[klee's solution](#)

226.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[klee's solution](#)

227.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[klee's solution](#)

228.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[klee's solution](#)

229.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[klee's solution](#)

230.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[klee's solution](#)

231.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[klee's solution](#)

232.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs, greedy, shortest paths

[klee's solution](#)

233.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[klee's solution](#)

234.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[klee's solution](#)

235.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

236.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[klee's solution](#)

237.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[klee's solution](#)

238.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[klee's solution](#)

239.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

240.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[klee's solution](#)

241.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[klee's solution](#)

242.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[klee's solution](#)

243.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[klee's solution](#)

244.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[klee's solution](#)

245.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[klee's solution](#)

246.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[klee's solution](#)

247.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[klee's solution](#)

248.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[klee's solution](#)

249.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[klee's solution](#)

250.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[klee's solution](#)

251.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[klee's solution](#)

252.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[klee's solution](#)

253.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[klee's solution](#)

254.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[klee's solution](#)

255.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[klee's solution](#)

256.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[klee's solution](#)

257.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[klee's solution](#)

258.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[klee's solution](#)

259.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[klee's solution](#)

260.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[klee's solution](#)

261.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[klee's solution](#)

262.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[klee's solution](#)

263.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[klee's solution](#)

264.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[klee's solution](#)

265.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[klee's solution](#)

266.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[klee's solution](#)

267.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[klee's solution](#)

268.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[klee's solution](#)

269.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[klee's solution](#)

270.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[klee's solution](#)

271.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[klee's solution](#)

272.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[klee's solution](#)

273.

1631C

[And Matching](#) · [Tutorial](#)

Quality: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[klee's solution](#)

274.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[klee's solution](#)

275.

1782C

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

Quality: 1600 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[klee's solution](#)

276.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[klee's solution](#)

277.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[klee's solution](#)

278.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[klee's solution](#)

279.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[klee's solution](#)

280.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[klee's solution](#)

281.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[klee's solution](#)

282.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[klee's solution](#)

283.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[klee's solution](#)

284.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[klee's solution](#)

285.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[klee's solution](#)

286.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[klee's solution](#)

287.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[klee's solution](#)

288.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[klee's solution](#)

289.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[klee's solution](#)

290.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[klee's solution](#)

291.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[klee's solution](#)

292.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[klee's solution](#)

293.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[klee's solution](#)

294.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[klee's solution](#)

295.

2206J

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

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[klee's solution](#)

296.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[klee's solution](#)

297.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[klee's solution](#)

298.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[klee's solution](#)

299.

1864D

[Matrix Cascade](#) · [Tutorial](#)

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

[klee's solution](#)

300.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[klee's solution](#)

301.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[klee's solution](#)

302.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[klee's solution](#)

303.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[klee's solution](#)

304.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[klee's solution](#)

305.

1594D

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1709D

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389.

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1778D

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1856D

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1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[klee's solution](#)

402.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[klee's solution](#)

403.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[klee's solution](#)

404.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[klee's solution](#)

405.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[klee's solution](#)

406.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[klee's solution](#)

407.

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[klee's solution](#)

408.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[klee's solution](#)

409.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[klee's solution](#)

410.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[klee's solution](#)

411.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[klee's solution](#)

412.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees
[klee's solution](#)

413.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[klee's solution](#)

414.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[klee's solution](#)

415.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[klee's solution](#)

416.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[klee's solution](#)

417.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[klee's solution](#)

418.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[klee's solution](#)

419.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[klee's solution](#)

420.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[klee's solution](#)

421.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[klee's solution](#)

422.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[klee's solution](#)

423.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[klee's solution](#)

424.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[klee's solution](#)

425.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[klee's solution](#)

426.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[klee's solution](#)

427.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[klee's solution](#)

428.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[klee's solution](#)

429.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[klee's solution](#)

430.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[klee's solution](#)

431.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[klee's solution](#)

432.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[klee's solution](#)

433.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[klee's solution](#)

434.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[klee's solution](#)

435.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[klee's solution](#)

436.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[klee's solution](#)

437.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[klee's solution](#)

438.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[klee's solution](#)

439.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[klee's solution](#)

440.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[klee's solution](#)

441.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[klee's solution](#)

442.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[klee's solution](#)

443.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[klee's solution](#)

444.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[klee's solution](#)

445.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[klee's solution](#)

446.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[klee's solution](#)

447.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[klee's solution](#)

448.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[klee's solution](#)

449.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[klee's solution](#)

450.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[klee's solution](#)

451.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[klee's solution](#)

452.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[klee's solution](#)

453.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[klee's solution](#)

454.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[klee's solution](#)

455.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[klee's solution](#)

456.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[klee's solution](#)

457.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[klee's solution](#)

458.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[klee's solution](#)

459.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[klee's solution](#)

460.

1591E

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

Rating: 2400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[klee's solution](#)

461.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[klee's solution](#)

462.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[klee's solution](#)

463.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[klee's solution](#)

464.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[klee's solution](#)

465.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[klee's solution](#)

466.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[klee's solution](#)

467.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-04-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[klee's solution](#)

468.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[klee's solution](#)

469.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[klee's solution](#)

470.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[klee's solution](#)

471.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[klee's solution](#)

472.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[klee's solution](#)

473.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[klee's solution](#)

474.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[klee's solution](#)

475.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[klee's solution](#)

476.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[klee's solution](#)

477.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[klee's solution](#)

478.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[klee's solution](#)

479.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[klee's solution](#)

480.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[klee's solution](#)

481.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[klee's solution](#)

482.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation

[klee's solution](#)

483.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[klee's solution](#)

484.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[klee's solution](#)

485.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[klee's solution](#)

486.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[klee's solution](#)

487.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[klee's solution](#)

488.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[klee's solution](#)

489.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[klee's solution](#)

490.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[klee's solution](#)

491.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[klee's solution](#)

492.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[klee's solution](#)

493.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[klee's solution](#)

494.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[klee's solution](#)

495.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-08-25 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[klee's solution](#)

496.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[klee's solution](#)

497.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[klee's solution](#)

498.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[klee's solution](#)

499.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[klee's solution](#)

500.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[klee's solution](#)

501.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[klee's solution](#)

502.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph

matchings, graphs, implementation

[klee's solution](#)

503.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[klee's solution](#)

504.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[klee's solution](#)

505.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[klee's solution](#)

506.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[klee's solution](#)

507.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[klee's solution](#)

508.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[klee's solution](#)

509.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[klee's solution](#)

510.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[klee's solution](#)

511.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[klee's solution](#)

512.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
[klee's solution](#)

513.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[klee's solution](#)

514.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[klee's solution](#)

515.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[klee's solution](#)

516.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[klee's solution](#)

517.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees
[klee's solution](#)

518.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[klee's solution](#)

519.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[klee's solution](#)

520.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[klee's solution](#)

521.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[klee's solution](#)

522.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

combinatorics, dp, dsu, math, two pointers

[klee's solution](#)

523.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[klee's solution](#)

524.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[klee's solution](#)

525.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[klee's solution](#)

526.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[klee's solution](#)

527.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[klee's solution](#)

528.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[klee's solution](#)

529.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[klee's solution](#)

530.

1793E

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

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[klee's solution](#)

531.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[klee's solution](#)

532.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

brute force, data structures, dp, hashing, strings

[klee's solution](#)

533.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[klee's solution](#)

534.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[klee's solution](#)

535.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[klee's solution](#)

536.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[klee's solution](#)

537.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[klee's solution](#)

538.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[klee's solution](#)

539.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[klee's solution](#)

540.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[klee's solution](#)

541.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[klee's solution](#)

542.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[klee's solution](#)

543.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[klee's solution](#)

544.

1091F

[New Year and the Mallard Expedition · Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[klee's solution](#)

545.

2144F

[Bracket Groups · Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[klee's solution](#)

546.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[klee's solution](#)

547.

1750F

[Majority · Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[klee's solution](#)

548.

1792F1

[Graph Coloring \(easy version\) · Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[klee's solution](#)

549.

1795G

[Removal Sequences · Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[klee's solution](#)

550.

235C

[Cyclical Quest · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[klee's solution](#)

551.

1814F

[Communication Towers · Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[klee's solution](#)

552.

1720E

[Misha and Paintings · Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[klee's solution](#)

553.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[klee's solution](#)

554.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[klee's solution](#)

555.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[klee's solution](#)

556.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[klee's solution](#)

557.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings

[klee's solution](#)

558.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[klee's solution](#)

559.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[klee's solution](#)

560.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[klee's solution](#)

561.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[klee's solution](#)

562.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[klee's solution](#)

563.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[klee's solution](#)

564.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[klee's solution](#)

565.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[klee's solution](#)

566.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[klee's solution](#)

567.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[klee's solution](#)

568.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[klee's solution](#)

569.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[klee's solution](#)

570.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[klee's solution](#)

571.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[klee's solution](#)

572.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[klee's solution](#)

573.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[klee's solution](#)

574.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[klee's solution](#)

575.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[klee's solution](#)

576.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[klee's solution](#)

577.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[klee's solution](#)

578.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[klee's solution](#)

579.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[klee's solution](#)

580.

1854D

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

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[klee's solution](#)

581.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[klee's solution](#)

582.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[klee's solution](#)

583.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[klee's solution](#)

584.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[klee's solution](#)

585.

1859F

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

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[klee's solution](#)

586.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[klee's solution](#)

587.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[klee's solution](#)

588.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[klee's solution](#)

589.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

590.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

591.

104345M

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

Rating: — · first AC: 2023-10-17 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

592.

104542E

[Interesting Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

593.

104542D

[Interesting Snake Queue](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

594.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

595.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

596.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

597.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

598.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

599.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

600.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

601.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

602.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

603.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[klee's solution](#)

604.

104542C

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

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

605.

104542B

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

606.

104542A

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

607.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

608.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

609.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

610.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

611.

103470M

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

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

612.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

613.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

614.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

615.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

616.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

617.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

618.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

619.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

620.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

621.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

622.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

623.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

624.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

625.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

626.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

627.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

628.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

629.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

630.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

631.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

632.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

633.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

634.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

635.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

636.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

637.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

638.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

639.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

640.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

641.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

642.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

643.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

644.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

645.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

646.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

647.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

648.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

649.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

650.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

651.

104427F

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

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

652.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

653.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

654.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

655.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

656.

104270D

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

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

657.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

658.

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

659.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

660.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

661.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

662.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

663.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

664.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

665.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

666.

104270J

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667.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

668.

104270M

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

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

669.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

670.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

671.

103371K

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

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

672.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

673.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

674.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

675.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · last AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

676.

104172G

[Paddle Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

677.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

678.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

679.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

680.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

681.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

682.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

683.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

684.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

685.

104172D

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

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

686.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

687.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

688.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

689.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

690.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

691.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

692.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

693.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

694.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

695.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

696.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

697.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

698.

104172L

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

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

699.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

700.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

701.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

702.

103371C

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

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

703.

103371D

[Flowerbed Redecoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

704.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

705.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[klee's solution](#)

706.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[klee's solution](#)

707.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[klee's solution](#)

708.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search

[klee's solution](#)

709.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

710.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[klee's solution](#)

711.

104064H

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