

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

<https://cfelitetracker.vercel.app>

# Unique solved — lagrange i f

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

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

Filters: none

Count: 718

1.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lagrange i f's solution](#)

2.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lagrange i f's solution](#)

3.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[lagrange i f's solution](#)

4.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lagrange i f's solution](#)

5.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lagrange i f's solution](#)

6.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange i f's solution](#)

7.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[lagrange i f's solution](#)

8.

2211A

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

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lagrange i f's solution](#)

9.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[lagrange i f's solution](#)

**10.**

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[lagrange\\_i\\_f's solution](#)

**11.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[lagrange\\_i\\_f's solution](#)

**12.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,753 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: math  
[lagrange\\_i\\_f's solution](#)

**13.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[lagrange\\_i\\_f's solution](#)

**14.**

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,538 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[lagrange\\_i\\_f's solution](#)

**15.**

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[lagrange\\_i\\_f's solution](#)

**16.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[lagrange\\_i\\_f's solution](#)

**17.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[lagrange\\_i\\_f's solution](#)

**18.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,218 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[lagrange\\_i\\_f's solution](#)

**19.**

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[lagrange\\_i\\_f's solution](#)

**20.**

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[lagrange\\_i\\_f's solution](#)

**21.**

2207A

[1-1 · Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[lagrange\\_i\\_f's solution](#)

**22.**

2203A

[Towers of Boxes · Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[lagrange\\_i\\_f's solution](#)

**23.**

2170A

[Maximum Neighborhood · Tutorial](#)

Quality: 19,920 global accepts · Rating: 800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**24.**

2035A

[Sliding · Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lagrange\\_i\\_f's solution](#)

**25.**

2164A

[Sequence Game · Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[lagrange\\_i\\_f's solution](#)

**26.**

2176A

[Operations with Inversions · Tutorial](#)

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**27.**

2157A

[Dungeon Equilibrium · Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[lagrange\\_i\\_f's solution](#)

**28.**

2048A

[Kevin and Combination Lock · Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[lagrange\\_i\\_f's solution](#)

**29.**

2151A

[Incremental Subarray · Tutorial](#)

Quality: 17,959 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[lagrange\\_i\\_f's solution](#)

**30.**

2143A

[All Lengths Subtraction · Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[lagrange\\_i\\_f's solution](#)

**31.**

2031A

[Penchick and Modern Monument · Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[lagrange\\_i\\_f's solution](#)

**32.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lagrange\\_i\\_f's solution](#)

**33.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**34.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lagrange\\_i\\_f's solution](#)

**35.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**36.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[lagrange\\_i\\_f's solution](#)

**37.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lagrange\\_i\\_f's solution](#)

**38.**

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[lagrange\\_i\\_f's solution](#)

**39.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**40.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, probabilities

[lagrange\\_i\\_f's solution](#)

**41.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[lagrange\\_i\\_f's solution](#)

**42.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[lagrange\\_i\\_f's solution](#)

**43.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[lagrange\\_i\\_f's solution](#)

**44.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[lagrange\\_i\\_f's solution](#)

**45.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[lagrange\\_i\\_f's solution](#)

**46.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[lagrange\\_i\\_f's solution](#)

**47.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math  
[lagrange\\_i\\_f's solution](#)

**48.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[lagrange\\_i\\_f's solution](#)

**49.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[lagrange\\_i\\_f's solution](#)

**50.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[lagrange\\_i\\_f's solution](#)

**51.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[lagrange\\_i\\_f's solution](#)

**52.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[lagrange\\_i\\_f's solution](#)

**53.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lagrange\\_i\\_f's solution](#)

**54.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[lagrange\\_i\\_f's solution](#)

**55.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**56.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[lagrange\\_i\\_f's solution](#)

**57.**

2067A

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

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[lagrange\\_i\\_f's solution](#)

**58.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[lagrange\\_i\\_f's solution](#)

**59.**

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**60.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[lagrange\\_i\\_f's solution](#)

**61.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[lagrange\\_i\\_f's solution](#)

**62.**

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[lagrange\\_i\\_f's solution](#)

**63.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[lagrange\\_i\\_f's solution](#)

**64.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[lagrange\\_i\\_f's solution](#)

**65.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[lagrange\\_i\\_f's solution](#)

**66.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[lagrange\\_i\\_f's solution](#)

**67.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
[lagrange\\_i\\_f's solution](#)

**68.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[lagrange\\_i\\_f's solution](#)

**69.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers  
[lagrange\\_i\\_f's solution](#)

**70.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[lagrange\\_i\\_f's solution](#)

**71.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[lagrange\\_i\\_f's solution](#)

**72.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,374 global accepts · Rating: 900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[lagrange\\_i\\_f's solution](#)

**73.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lagrange\\_i\\_f's solution](#)

**74.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lagrange\\_i\\_f's solution](#)

**75.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**76.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[lagrange\\_i\\_f's solution](#)

**77.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[lagrange\\_i\\_f's solution](#)

**78.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[lagrange\\_i\\_f's solution](#)

**79.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[lagrange\\_i\\_f's solution](#)

**80.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**81.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lagrange\\_i\\_f's solution](#)

**82.**

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**83.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lagrange\\_i\\_f's solution](#)

**84.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lagrange\\_i\\_f's solution](#)

**85.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lagrange\\_i\\_f's solution](#)

**86.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[lagrange\\_i\\_f's solution](#)

**87.**

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[lagrange\\_i\\_f's solution](#)

**88.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lagrange\\_i\\_f's solution](#)

**89.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[lagrange\\_i\\_f's solution](#)

**90.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**91.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**92.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lagrange\\_i\\_f's solution](#)

**93.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[lagrange\\_i\\_f's solution](#)

**94.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[lagrange i f's solution](#)

**95.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[lagrange i f's solution](#)

**96.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[lagrange i f's solution](#)

**97.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[lagrange i f's solution](#)

**98.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[lagrange i f's solution](#)

**99.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[lagrange i f's solution](#)

**100.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[lagrange i f's solution](#)

**101.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[lagrange i f's solution](#)

**102.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lagrange i f's solution](#)

**103.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[lagrange i f's solution](#)

**104.**

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[lagrange\\_i\\_f's solution](#)

**105.**

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**106.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[lagrange\\_i\\_f's solution](#)

**107.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lagrange\\_i\\_f's solution](#)

**108.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[lagrange\\_i\\_f's solution](#)

**109.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lagrange\\_i\\_f's solution](#)

**110.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[lagrange\\_i\\_f's solution](#)

**111.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lagrange\\_i\\_f's solution](#)

**112.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**113.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[lagrange\\_i\\_f's solution](#)

**114.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[lagrange\\_i\\_f's solution](#)

**115.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[lagrange\\_i\\_f's solution](#)

**116.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math  
[lagrange\\_i\\_f's solution](#)

**117.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[lagrange\\_i\\_f's solution](#)

**118.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[lagrange\\_i\\_f's solution](#)

**119.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[lagrange\\_i\\_f's solution](#)

**120.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[lagrange\\_i\\_f's solution](#)

**121.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math  
[lagrange\\_i\\_f's solution](#)

**122.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[lagrange\\_i\\_f's solution](#)

**123.**

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[lagrange\\_i\\_f's solution](#)

**124.**

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry  
[lagrange\\_i\\_f's solution](#)

**125.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[lagrange\\_i\\_f's solution](#)

**126.**

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[lagrange\\_i\\_f's solution](#)

**127.**

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[lagrange\\_i\\_f's solution](#)

**128.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[lagrange\\_i\\_f's solution](#)

**129.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[lagrange\\_i\\_f's solution](#)

**130.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[lagrange\\_i\\_f's solution](#)

**131.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[lagrange\\_i\\_f's solution](#)

**132.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[lagrange\\_i\\_f's solution](#)

**133.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
[lagrange\\_i\\_f's solution](#)

**134.**

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[lagrange\\_i\\_f's solution](#)

**135.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[lagrange\\_i\\_f's solution](#)

**136.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory, two pointers  
[lagrange\\_i\\_f's solution](#)

**137.**

612B

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

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lagrange\\_i\\_f's solution](#)

**138.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[lagrange\\_i\\_f's solution](#)

**139.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lagrange\\_i\\_f's solution](#)

**140.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[lagrange\\_i\\_f's solution](#)

**141.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[lagrange\\_i\\_f's solution](#)

**142.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lagrange\\_i\\_f's solution](#)

**143.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[lagrange\\_i\\_f's solution](#)

**144.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[lagrange\\_i\\_f's solution](#)

**145.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory  
[lagrange\\_i\\_f's solution](#)

**146.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[lagrange\\_i\\_f's solution](#)

**147.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[lagrange\\_i\\_f's solution](#)

**148.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[lagrange\\_i\\_f's solution](#)

**149.**

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[lagrange\\_i\\_f's solution](#)

**150.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[lagrange\\_i\\_f's solution](#)

**151.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[lagrange\\_i\\_f's solution](#)

**152.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings  
[lagrange\\_i\\_f's solution](#)

**153.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers  
[lagrange\\_i\\_f's solution](#)

**154.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,089 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[lagrange\\_i\\_f's solution](#)

**155.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[lagrange\\_i\\_f's solution](#)

**156.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[lagrange\\_i\\_f's solution](#)

**157.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[lagrange\\_i\\_f's solution](#)

**158.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[lagrange\\_i\\_f's solution](#)

**159.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[lagrange\\_i\\_f's solution](#)

**160.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[lagrange\\_i\\_f's solution](#)

**161.**

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[lagrange\\_i\\_f's solution](#)

**162.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[lagrange\\_i\\_f's solution](#)

**163.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings  
[lagrange\\_i\\_f's solution](#)

**164.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lagrange\\_i\\_f's solution](#)

**165.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[lagrange\\_i\\_f's solution](#)

**166.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[lagrange\\_i\\_f's solution](#)

**167.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**168.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[lagrange\\_i\\_f's solution](#)

**169.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**170.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**171.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[lagrange\\_i\\_f's solution](#)

**172.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[lagrange\\_i\\_f's solution](#)

**173.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**174.**

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lagrange\\_i\\_f's solution](#)

**175.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[lagrange\\_i\\_f's solution](#)

**176.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**177.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**178.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[lagrange\\_i\\_f's solution](#)

**179.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[lagrange\\_i\\_f's solution](#)

**180.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lagrange\\_i\\_f's solution](#)

**181.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**182.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[lagrange\\_i\\_f's solution](#)

**183.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lagrange\\_i\\_f's solution](#)

**184.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[lagrange\\_i\\_f's solution](#)

**185.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lagrange i f's solution](#)

**186.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[lagrange i f's solution](#)

**187.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive  
[lagrange i f's solution](#)

**188.**

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, math  
[lagrange i f's solution](#)

**189.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[lagrange i f's solution](#)

**190.**

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[lagrange i f's solution](#)

**191.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[lagrange i f's solution](#)

**192.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[lagrange i f's solution](#)

**193.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[lagrange i f's solution](#)

**194.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[lagrange i f's solution](#)

**195.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[lagrange\\_i\\_f's solution](#)

**196.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[lagrange\\_i\\_f's solution](#)

**197.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lagrange\\_i\\_f's solution](#)

**198.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[lagrange\\_i\\_f's solution](#)

**199.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lagrange\\_i\\_f's solution](#)

**200.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation

[lagrange\\_i\\_f's solution](#)

**201.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lagrange\\_i\\_f's solution](#)

**202.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[lagrange\\_i\\_f's solution](#)

**203.**

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[lagrange\\_i\\_f's solution](#)

**204.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lagrange\\_i\\_f's solution](#)

**205.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lagrange\\_i\\_f's solution](#)

**206.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[lagrange\\_i\\_f's solution](#)

**207.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation  
[lagrange\\_i\\_f's solution](#)

**208.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math  
[lagrange\\_i\\_f's solution](#)

**209.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings  
[lagrange\\_i\\_f's solution](#)

**210.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[lagrange\\_i\\_f's solution](#)

**211.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math  
[lagrange\\_i\\_f's solution](#)

**212.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation  
[lagrange\\_i\\_f's solution](#)

**213.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math  
[lagrange\\_i\\_f's solution](#)

**214.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math  
[lagrange\\_i\\_f's solution](#)

**215.**

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[lagrange\\_i\\_f's solution](#)

**216.**

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**217.**

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[lagrange\\_i\\_f's solution](#)

**218.**

1294D

[MEX maximizing · Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**219.**

706C

[Hard problem · Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[lagrange\\_i\\_f's solution](#)

**220.**

2046B

[Move Back at a Cost · Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**221.**

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[lagrange\\_i\\_f's solution](#)

**222.**

837B

[Flag of Berland · Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lagrange\\_i\\_f's solution](#)

**223.**

825C

[Multi-judge Solving · Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lagrange\\_i\\_f's solution](#)

**224.**

825B

[Five-In-a-Row · Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lagrange\\_i\\_f's solution](#)

**225.**

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[lagrange\\_i\\_f's solution](#)

**226.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers  
[lagrange\\_i\\_f's solution](#)

**227.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[lagrange\\_i\\_f's solution](#)

**228.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings  
[lagrange\\_i\\_f's solution](#)

**229.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[lagrange\\_i\\_f's solution](#)

**230.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[lagrange\\_i\\_f's solution](#)

**231.**

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers  
[lagrange\\_i\\_f's solution](#)

**232.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar  
[lagrange\\_i\\_f's solution](#)

**233.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[lagrange\\_i\\_f's solution](#)

**234.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[lagrange\\_i\\_f's solution](#)

**235.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[lagrange\\_i\\_f's solution](#)

**236.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
[lagrange\\_i\\_f's solution](#)

**237.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[lagrange\\_i\\_f's solution](#)

**238.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures  
[lagrange\\_i\\_f's solution](#)

**239.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp  
[lagrange\\_i\\_f's solution](#)

**240.**

243A

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

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[lagrange\\_i\\_f's solution](#)

**241.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[lagrange\\_i\\_f's solution](#)

**242.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,489 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[lagrange\\_i\\_f's solution](#)

**243.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[lagrange\\_i\\_f's solution](#)

**244.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
[lagrange\\_i\\_f's solution](#)

**245.**

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[lagrange\\_i\\_f's solution](#)

**246.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[lagrange\\_i\\_f's solution](#)

**247.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[lagrange\\_i\\_f's solution](#)

**248.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[lagrange\\_i\\_f's solution](#)

**249.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[lagrange\\_i\\_f's solution](#)

**250.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees  
[lagrange\\_i\\_f's solution](#)

**251.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory  
[lagrange\\_i\\_f's solution](#)

**252.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings  
[lagrange\\_i\\_f's solution](#)

**253.**

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[lagrange\\_i\\_f's solution](#)

**254.**

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[lagrange\\_i\\_f's solution](#)

**255.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[lagrange\\_i\\_f's solution](#)

**256.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[lagrange\\_i\\_f's solution](#)

**257.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[lagrange\\_i\\_f's solution](#)

**258.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lagrange\\_i\\_f's solution](#)

**259.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[lagrange\\_i\\_f's solution](#)

**260.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[lagrange\\_i\\_f's solution](#)

**261.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**262.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lagrange\\_i\\_f's solution](#)

**263.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[lagrange\\_i\\_f's solution](#)

**264.**

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy  
[lagrange\\_i\\_f's solution](#)

**265.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[lagrange\\_i\\_f's solution](#)

**266.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**267.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[lagrange\\_i\\_f's solution](#)

**268.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**269.**

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[lagrange\\_i\\_f's solution](#)

**270.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[lagrange\\_i\\_f's solution](#)

**271.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**272.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[lagrange\\_i\\_f's solution](#)

**273.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[lagrange\\_i\\_f's solution](#)

**274.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[lagrange\\_i\\_f's solution](#)

**275.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory  
[lagrange\\_i\\_f's solution](#)

**276.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings  
[lagrange\\_i\\_f's solution](#)

**277.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[lagrange\\_i\\_f's solution](#)

**278.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings, two pointers  
[lagrange\\_i\\_f's solution](#)

**279.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[lagrange\\_i\\_f's solution](#)

**280.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers  
[lagrange\\_i\\_f's solution](#)

**281.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[lagrange\\_i\\_f's solution](#)

**282.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths  
[lagrange\\_i\\_f's solution](#)

**283.**

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[lagrange\\_i\\_f's solution](#)

**284.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lagrange\\_i\\_f's solution](#)

**285.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[lagrange\\_i\\_f's solution](#)

**286.**

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lagrange\\_i\\_f's solution](#)

**287.**

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[lagrange\\_i\\_f's solution](#)

**288.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[lagrange\\_i\\_f's solution](#)

**289.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**290.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lagrange\\_i\\_f's solution](#)

**291.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[lagrange\\_i\\_f's solution](#)

**292.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[lagrange\\_i\\_f's solution](#)

**293.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lagrange\\_i\\_f's solution](#)

**294.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, math, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**295.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[lagrange\\_i\\_f's solution](#)

**296.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**297.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, trees

[lagrange\\_i\\_f's solution](#)

**298.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[lagrange\\_i\\_f's solution](#)

**299.**

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[lagrange\\_i\\_f's solution](#)

**300.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lagrange\\_i\\_f's solution](#)

**301.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[lagrange\\_i\\_f's solution](#)

**302.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[lagrange\\_i\\_f's solution](#)

**303.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[lagrange\\_i\\_f's solution](#)

**304.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graph

matchings, graphs

[lagrange\\_i\\_f's solution](#)

**305.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, sortings

[lagrange\\_i\\_f's solution](#)

**306.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**307.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[lagrange\\_i\\_f's solution](#)

**308.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[lagrange\\_i\\_f's solution](#)

**309.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lagrange\\_i\\_f's solution](#)

**310.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[lagrange\\_i\\_f's solution](#)

**311.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[lagrange\\_i\\_f's solution](#)

**312.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[lagrange\\_i\\_f's solution](#)

**313.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[lagrange\\_i\\_f's solution](#)

**314.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy  
[lagrange\\_i\\_f's solution](#)

**315.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[lagrange\\_i\\_f's solution](#)

**316.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[lagrange\\_i\\_f's solution](#)

**317.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[lagrange\\_i\\_f's solution](#)

**318.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[lagrange\\_i\\_f's solution](#)

**319.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[lagrange\\_i\\_f's solution](#)

**320.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[lagrange\\_i\\_f's solution](#)

**321.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lagrange\\_i\\_f's solution](#)

**322.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**323.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[lagrange\\_i\\_f's solution](#)

**324.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[lagrange\\_i\\_f's solution](#)

**325.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lagrange\\_i\\_f's solution](#)

**326.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[lagrange\\_i\\_f's solution](#)

**327.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**328.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[lagrange\\_i\\_f's solution](#)

**329.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[lagrange\\_i\\_f's solution](#)

**330.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[lagrange\\_i\\_f's solution](#)

**331.**

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[lagrange\\_i\\_f's solution](#)

**332.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[lagrange\\_i\\_f's solution](#)

**333.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, number theory

[lagrange\\_i\\_f's solution](#)

**334.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp  
[lagrange\\_i\\_f's solution](#)

**335.**

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[lagrange\\_i\\_f's solution](#)

**336.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[lagrange\\_i\\_f's solution](#)

**337.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures  
[lagrange\\_i\\_f's solution](#)

**338.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, schedules  
[lagrange\\_i\\_f's solution](#)

**339.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees  
[lagrange\\_i\\_f's solution](#)

**340.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[lagrange\\_i\\_f's solution](#)

**341.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, sortings  
[lagrange\\_i\\_f's solution](#)

**342.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers  
[lagrange\\_i\\_f's solution](#)

**343.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp  
[lagrange\\_i\\_f's solution](#)

**344.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[lagrange i f's solution](#)

**345.**

609D

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

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[lagrange i f's solution](#)

**346.**

600D

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

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[lagrange i f's solution](#)

**347.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp  
[lagrange i f's solution](#)

**348.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lagrange i f's solution](#)

**349.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[lagrange i f's solution](#)

**350.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[lagrange i f's solution](#)

**351.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[lagrange i f's solution](#)

**352.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[lagrange i f's solution](#)

**353.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[lagrange i f's solution](#)

**354.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**355.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[lagrange\\_i\\_f's solution](#)

**356.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[lagrange\\_i\\_f's solution](#)

**357.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[lagrange\\_i\\_f's solution](#)

**358.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**359.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[lagrange\\_i\\_f's solution](#)

**360.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[lagrange\\_i\\_f's solution](#)

**361.**

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lagrange\\_i\\_f's solution](#)

**362.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[lagrange\\_i\\_f's solution](#)

**363.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[lagrange\\_i\\_f's solution](#)

**364.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[lagrange\\_i\\_f's solution](#)

**365.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar  
[lagrange\\_i\\_f's solution](#)

**366.**

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, strings, trees  
[lagrange\\_i\\_f's solution](#)

**367.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[lagrange\\_i\\_f's solution](#)

**368.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees  
[lagrange\\_i\\_f's solution](#)

**369.**

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[lagrange\\_i\\_f's solution](#)

**370.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[lagrange\\_i\\_f's solution](#)

**371.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp  
[lagrange\\_i\\_f's solution](#)

**372.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings  
[lagrange\\_i\\_f's solution](#)

**373.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[lagrange\\_i\\_f's solution](#)

**374.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[lagrange\\_i\\_f's solution](#)

**375.**

609E

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

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[lagrange\\_i\\_f's solution](#)

**376.**

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[lagrange\\_i\\_f's solution](#)

**377.**

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[lagrange\\_i\\_f's solution](#)

**378.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lagrange\\_i\\_f's solution](#)

**379.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[lagrange\\_i\\_f's solution](#)

**380.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[lagrange\\_i\\_f's solution](#)

**381.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[lagrange\\_i\\_f's solution](#)

**382.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[lagrange\\_i\\_f's solution](#)

**383.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[lagrange\\_i\\_f's solution](#)

**384.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[lagrange\\_i\\_f's solution](#)

**385.**

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[lagrange\\_i\\_f's solution](#)

**386.**

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[lagrange\\_i\\_f's solution](#)

**387.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[lagrange\\_i\\_f's solution](#)

**388.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[lagrange\\_i\\_f's solution](#)

**389.**

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[lagrange\\_i\\_f's solution](#)

**390.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[lagrange\\_i\\_f's solution](#)

**391.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[lagrange\\_i\\_f's solution](#)

**392.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[lagrange\\_i\\_f's solution](#)

**393.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lagrange\\_i\\_f's solution](#)

**394.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[lagrange\\_i\\_f's solution](#)

**395.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[lagrange\\_i\\_f's solution](#)

**396.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**397.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2025-05-02 · last AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[lagrange\\_i\\_f's solution](#)

**398.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[lagrange\\_i\\_f's solution](#)

**399.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[lagrange\\_i\\_f's solution](#)

**400.**

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[lagrange\\_i\\_f's solution](#)

**401.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[lagrange\\_i\\_f's solution](#)

**402.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[lagrange\\_i\\_f's solution](#)

**403.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[lagrange\\_i\\_f's solution](#)

**404.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory  
[lagrange\\_i\\_f's solution](#)

**405.**

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[lagrange\\_i\\_f's solution](#)

**406.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[lagrange\\_i\\_f's solution](#)

**407.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[lagrange\\_i\\_f's solution](#)

**408.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[lagrange\\_i\\_f's solution](#)

**409.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[lagrange\\_i\\_f's solution](#)

**410.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[lagrange\\_i\\_f's solution](#)

**411.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search  
[lagrange\\_i\\_f's solution](#)

**412.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings  
[lagrange\\_i\\_f's solution](#)

**413.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[lagrange\\_i\\_f's solution](#)

**414.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, probabilities  
[lagrange\\_i\\_f's solution](#)

**415.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[lagrange\\_i\\_f's solution](#)

**416.**

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees  
[lagrange\\_i\\_f's solution](#)

**417.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees  
[lagrange\\_i\\_f's solution](#)

**418.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[lagrange\\_i\\_f's solution](#)

**419.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
[lagrange\\_i\\_f's solution](#)

**420.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory  
[lagrange\\_i\\_f's solution](#)

**421.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[lagrange\\_i\\_f's solution](#)

**422.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[lagrange\\_i\\_f's solution](#)

**423.**

1204E

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

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[lagrange\\_i\\_f's solution](#)

**424.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[lagrange\\_i\\_f's solution](#)

**425.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-07-15 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees  
[lagrange\\_i\\_f's solution](#)

**426.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings  
[lagrange\\_i\\_f's solution](#)

**427.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings  
[lagrange\\_i\\_f's solution](#)

**428.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu  
[lagrange\\_i\\_f's solution](#)

**429.**

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees  
[lagrange\\_i\\_f's solution](#)

**430.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, ternary search  
[lagrange\\_i\\_f's solution](#)

**431.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[lagrange\\_i\\_f's solution](#)

**432.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2025-05-18 · last AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings  
[lagrange\\_i\\_f's solution](#)

**433.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[lagrange\\_i\\_f's solution](#)

**434.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures  
[lagrange i f's solution](#)

**435.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[lagrange i f's solution](#)

**436.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[lagrange i f's solution](#)

**437.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees  
[lagrange i f's solution](#)

**438.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[lagrange i f's solution](#)

**439.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[lagrange i f's solution](#)

**440.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[lagrange i f's solution](#)

**441.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[lagrange i f's solution](#)

**442.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs  
[lagrange i f's solution](#)

**443.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[lagrange i f's solution](#)

**444.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities  
[lagrange\\_i\\_f's solution](#)

**445.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees  
[lagrange\\_i\\_f's solution](#)

**446.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math  
[lagrange\\_i\\_f's solution](#)

**447.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[lagrange\\_i\\_f's solution](#)

**448.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[lagrange\\_i\\_f's solution](#)

**449.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[lagrange\\_i\\_f's solution](#)

**450.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing  
[lagrange\\_i\\_f's solution](#)

**451.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[lagrange\\_i\\_f's solution](#)

**452.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths  
[lagrange\\_i\\_f's solution](#)

**453.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[lagrange\\_i\\_f's solution](#)

**454.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[lagrange\\_i\\_f's solution](#)

**455.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[lagrange\\_i\\_f's solution](#)

**456.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[lagrange\\_i\\_f's solution](#)

**457.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[lagrange\\_i\\_f's solution](#)

**458.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-08-29 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lagrange\\_i\\_f's solution](#)

**459.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[lagrange\\_i\\_f's solution](#)

**460.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-10-06 · last AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[lagrange\\_i\\_f's solution](#)

**461.**

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[lagrange\\_i\\_f's solution](#)

**462.**

2176F

[Omega Numbers](#) · [Tutorial](#)

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

[lagrange\\_i\\_f's solution](#)

**463.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[lagrange\\_i\\_f's solution](#)

**464.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[lagrange\\_i\\_f's solution](#)

**465.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-21 · last AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[lagrange\\_i\\_f's solution](#)

**466.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[lagrange\\_i\\_f's solution](#)

**467.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lagrange\\_i\\_f's solution](#)

**468.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-08-25 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lagrange\\_i\\_f's solution](#)

**469.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[lagrange\\_i\\_f's solution](#)

**470.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[lagrange\\_i\\_f's solution](#)

**471.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[lagrange\\_i\\_f's solution](#)

**472.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[lagrange\\_i\\_f's solution](#)

**473.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[lagrange\\_i\\_f's solution](#)

**474.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[lagrange\\_i\\_f's solution](#)

**475.**

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, string suffix structures, strings

[lagrange\\_i\\_f's solution](#)

**476.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[lagrange\\_i\\_f's solution](#)

**477.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**478.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lagrange\\_i\\_f's solution](#)

**479.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[lagrange\\_i\\_f's solution](#)

**480.**

1591F

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

Rating: 2400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[lagrange\\_i\\_f's solution](#)

**481.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[lagrange\\_i\\_f's solution](#)

**482.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-07-15 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[lagrange\\_i\\_f's solution](#)

**483.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[lagrange\\_i\\_f's solution](#)

**484.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graph matchings, graphs  
[lagrange\\_i\\_f's solution](#)

**485.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[lagrange\\_i\\_f's solution](#)

**486.**

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[lagrange\\_i\\_f's solution](#)

**487.**

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation  
[lagrange\\_i\\_f's solution](#)

**488.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[lagrange\\_i\\_f's solution](#)

**489.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[lagrange\\_i\\_f's solution](#)

**490.**

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[lagrange\\_i\\_f's solution](#)

**491.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[lagrange\\_i\\_f's solution](#)

**492.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees  
[lagrange\\_i\\_f's solution](#)

**493.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[lagrange\\_i\\_f's solution](#)

**494.**

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[lagrange\\_i\\_f's solution](#)

**495.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[lagrange\\_i\\_f's solution](#)

**496.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lagrange\\_i\\_f's solution](#)

**497.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[lagrange\\_i\\_f's solution](#)

**498.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lagrange\\_i\\_f's solution](#)

**499.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2026-03-20 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lagrange\\_i\\_f's solution](#)

**500.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[lagrange\\_i\\_f's solution](#)

**501.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[lagrange\\_i\\_f's solution](#)

**502.**

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[lagrange\\_i\\_f's solution](#)

**503.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[lagrange\\_i\\_f's solution](#)

**504.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[lagrange\\_i\\_f's solution](#)

**505.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lagrange\\_i\\_f's solution](#)

**506.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[lagrange\\_i\\_f's solution](#)

**507.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[lagrange\\_i\\_f's solution](#)

**508.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[lagrange\\_i\\_f's solution](#)

**509.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[lagrange\\_i\\_f's solution](#)

**510.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[lagrange\\_i\\_f's solution](#)

**511.**

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[lagrange\\_i\\_f's solution](#)

**512.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[lagrange\\_i\\_f's solution](#)

**513.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[lagrange\\_i\\_f's solution](#)

**514.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[lagrange\\_i\\_f's solution](#)

**515.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[lagrange\\_i\\_f's solution](#)

**516.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[lagrange\\_i\\_f's solution](#)

**517.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[lagrange\\_i\\_f's solution](#)

**518.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[lagrange\\_i\\_f's solution](#)

**519.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[lagrange\\_i\\_f's solution](#)

**520.**

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[lagrange\\_i\\_f's solution](#)

**521.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[lagrange\\_i\\_f's solution](#)

**522.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lagrange\\_i\\_f's solution](#)

**523.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lagrange\\_i\\_f's solution](#)

**524.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lagrange\\_i\\_f's solution](#)

**525.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[lagrange\\_i\\_f's solution](#)

**526.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[lagrange\\_i\\_f's solution](#)

**527.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-11-21 · last AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[lagrange\\_i\\_f's solution](#)

**528.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[lagrange\\_i\\_f's solution](#)

**529.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[lagrange\\_i\\_f's solution](#)

**530.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[lagrange\\_i\\_f's solution](#)

**531.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[lagrange\\_i\\_f's solution](#)

**532.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[lagrange\\_i\\_f's solution](#)

**533.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[lagrange\\_i\\_f's solution](#)

**534.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[lagrange\\_i\\_f's solution](#)

**535.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[lagrange\\_i\\_f's solution](#)

**536.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[lagrange\\_i\\_f's solution](#)

**537.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[lagrange\\_i\\_f's solution](#)

**538.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[lagrange\\_i\\_f's solution](#)

**539.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lagrange\\_i\\_f's solution](#)

**540.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[lagrange\\_i\\_f's solution](#)

**541.**

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[lagrange\\_i\\_f's solution](#)

**542.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[lagrange\\_i\\_f's solution](#)

**543.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[lagrange\\_i\\_f's solution](#)

**544.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math  
[lagrange\\_i\\_f's solution](#)

**545.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings  
[lagrange\\_i\\_f's solution](#)

**546.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math  
[lagrange\\_i\\_f's solution](#)

**547.**

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings  
[lagrange\\_i\\_f's solution](#)

**548.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory  
[lagrange\\_i\\_f's solution](#)

**549.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory  
[lagrange\\_i\\_f's solution](#)

**550.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math  
[lagrange\\_i\\_f's solution](#)

**551.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[lagrange\\_i\\_f's solution](#)

**552.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[lagrange\\_i\\_f's solution](#)

**553.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[lagrange\\_i\\_f's solution](#)

**554.**

1375F

[Integer Game · Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math

[lagrange\\_i\\_f's solution](#)

**555.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lagrange\\_i\\_f's solution](#)

**556.**

1406E

[Deleting Numbers · Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2026-03-20 · last AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory

[lagrange\\_i\\_f's solution](#)

**557.**

1227G

[Not Same · Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lagrange\\_i\\_f's solution](#)

**558.**

1373G

[Pawns · Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy

[lagrange\\_i\\_f's solution](#)

**559.**

1762F

[Good Pairs · Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[lagrange\\_i\\_f's solution](#)

**560.**

1340D

[Nastya and Time Machine · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lagrange\\_i\\_f's solution](#)

**561.**

1063D

[Candies for Children · Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[lagrange\\_i\\_f's solution](#)

**562.**

2170F

[Build XOR on a Segment · Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[lagrange\\_i\\_f's solution](#)

**563.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lagrange\\_i\\_f's solution](#)

**564.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[lagrange\\_i\\_f's solution](#)

**565.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[lagrange\\_i\\_f's solution](#)

**566.**

2151G1

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

Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math

[lagrange\\_i\\_f's solution](#)

**567.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lagrange\\_i\\_f's solution](#)

**568.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[lagrange\\_i\\_f's solution](#)

**569.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**570.**

285E

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

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lagrange\\_i\\_f's solution](#)

**571.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[lagrange\\_i\\_f's solution](#)

**572.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[lagrange\\_i\\_f's solution](#)

**573.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[lagrange\\_i\\_f's solution](#)

**574.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lagrange\\_i\\_f's solution](#)

**575.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[lagrange\\_i\\_f's solution](#)

**576.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[lagrange\\_i\\_f's solution](#)

**577.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[lagrange\\_i\\_f's solution](#)

**578.**

2215E

[Star Map](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[lagrange\\_i\\_f's solution](#)

**579.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[lagrange\\_i\\_f's solution](#)

**580.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[lagrange\\_i\\_f's solution](#)

**581.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[lagrange\\_i\\_f's solution](#)

**582.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-09-16 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[lagrange\\_i\\_f's solution](#)

**583.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[lagrange\\_i\\_f's solution](#)

**584.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-03-19 · last AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[lagrange\\_i\\_f's solution](#)

**585.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[lagrange\\_i\\_f's solution](#)

**586.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[lagrange\\_i\\_f's solution](#)

**587.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[lagrange\\_i\\_f's solution](#)

**588.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[lagrange\\_i\\_f's solution](#)

**589.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[lagrange\\_i\\_f's solution](#)

**590.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[lagrange\\_i\\_f's solution](#)

**591.**

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[lagrange\\_i\\_f's solution](#)

**592.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[lagrange\\_i\\_f's solution](#)

**593.**

2151G2

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

Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[lagrange\\_i\\_f's solution](#)

**594.**

547E

[Mike and Friends · Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[lagrange\\_i\\_f's solution](#)

**595.**

652F

[Ants on a Circle · Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lagrange\\_i\\_f's solution](#)

**596.**

600F

[Edge coloring of bipartite graph · Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[lagrange\\_i\\_f's solution](#)

**597.**

1477D

[Nezzar and Hidden Permutations · Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lagrange\\_i\\_f's solution](#)

**598.**

163E

[e-Government · Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[lagrange\\_i\\_f's solution](#)

**599.**

1943D2

[Counting Is Fun \(Hard Version\) · Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[lagrange\\_i\\_f's solution](#)

**600.**

1916F

[Group Division · Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lagrange\\_i\\_f's solution](#)

**601.**

2145G

[Cost of Coloring · Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[lagrange\\_i\\_f's solution](#)

**602.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows

[lagrange\\_i\\_f's solution](#)

**603.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory

[lagrange\\_i\\_f's solution](#)

**604.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: flows

[lagrange\\_i\\_f's solution](#)

**605.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[lagrange\\_i\\_f's solution](#)

**606.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[lagrange\\_i\\_f's solution](#)

**607.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[lagrange\\_i\\_f's solution](#)

**608.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[lagrange\\_i\\_f's solution](#)

**609.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[lagrange\\_i\\_f's solution](#)

**610.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp

[lagrange\\_i\\_f's solution](#)

**611.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[lagrange\\_i\\_f's solution](#)

**612.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[lagrange\\_i\\_f's solution](#)

**613.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[lagrange\\_i\\_f's solution](#)

**614.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[lagrange\\_i\\_f's solution](#)

**615.**

2097E

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

Quality: 277 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[lagrange\\_i\\_f's solution](#)

**616.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[lagrange\\_i\\_f's solution](#)

**617.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[lagrange\\_i\\_f's solution](#)

**618.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[lagrange\\_i\\_f's solution](#)

**619.**

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[lagrange\\_i\\_f's solution](#)

**620.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[lagrange\\_i\\_f's solution](#)

**621.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar

[lagrange\\_i\\_f's solution](#)

**622.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[lagrange\\_i\\_f's solution](#)

**623.**

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, shortest paths  
[lagrange\\_i\\_f's solution](#)

**624.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings  
[lagrange\\_i\\_f's solution](#)

**625.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices  
[lagrange\\_i\\_f's solution](#)

**626.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation  
[lagrange\\_i\\_f's solution](#)

**627.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees  
[lagrange\\_i\\_f's solution](#)

**628.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[lagrange\\_i\\_f's solution](#)

**629.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[lagrange\\_i\\_f's solution](#)

**630.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy  
[lagrange\\_i\\_f's solution](#)

**631.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[lagrange\\_i\\_f's solution](#)

**632.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[lagrange\\_i\\_f's solution](#)

**633.**

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**634.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[lagrange\\_i\\_f's solution](#)

**635.**

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-05-08 · last AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[lagrange\\_i\\_f's solution](#)

**636.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory

[lagrange\\_i\\_f's solution](#)

**637.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[lagrange\\_i\\_f's solution](#)

**638.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[lagrange\\_i\\_f's solution](#)

**639.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[lagrange\\_i\\_f's solution](#)

**640.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lagrange\\_i\\_f's solution](#)

**641.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lagrange\\_i\\_f's solution](#)

**642.**

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[lagrange\\_i\\_f's solution](#)

**643.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lagrange\\_i\\_f's solution](#)

**644.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lagrange\\_i\\_f's solution](#)

**645.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lagrange\\_i\\_f's solution](#)

**646.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[lagrange\\_i\\_f's solution](#)

**647.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lagrange\\_i\\_f's solution](#)

**648.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[lagrange\\_i\\_f's solution](#)

**649.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lagrange\\_i\\_f's solution](#)

**650.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, shortest paths

[lagrange\\_i\\_f's solution](#)

**651.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[lagrange\\_i\\_f's solution](#)

**652.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, games, interactive

[lagrange\\_i\\_f's solution](#)

**653.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graph matchings, implementation

[lagrange\\_i\\_f's solution](#)

**654.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[lagrange\\_i\\_f's solution](#)

**655.**

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation

[lagrange\\_i\\_f's solution](#)

**656.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2026-03-25 · last AC: 2026-03-25 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[lagrange\\_i\\_f's solution](#)

**657.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[lagrange\\_i\\_f's solution](#)

**658.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[lagrange\\_i\\_f's solution](#)

**659.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[lagrange\\_i\\_f's solution](#)

**660.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, implementation

[lagrange\\_i\\_f's solution](#)

**661.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, strings

[lagrange\\_i\\_f's solution](#)

**662.**

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**663.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lagrange\\_i\\_f's solution](#)

**664.**

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lagrange\\_i\\_f's solution](#)

**665.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lagrange\\_i\\_f's solution](#)

**666.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lagrange\\_i\\_f's solution](#)

**667.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lagrange\\_i\\_f's solution](#)

**668.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lagrange\\_i\\_f's solution](#)

**669.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings  
[lagrange\\_i\\_f's solution](#)

**670.**

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks, geometry  
[lagrange\\_i\\_f's solution](#)

**671.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation, strings  
[lagrange\\_i\\_f's solution](#)

**672.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, dfs and similar, math  
[lagrange\\_i\\_f's solution](#)

**673.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force

[lagrange\\_i\\_f's solution](#)

**674.**

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, combinatorics, games, math

[lagrange\\_i\\_f's solution](#)

**675.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation

[lagrange\\_i\\_f's solution](#)

**676.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, schedules

[lagrange\\_i\\_f's solution](#)

**677.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[lagrange\\_i\\_f's solution](#)

**678.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[lagrange\\_i\\_f's solution](#)

**679.**

2095F

[IS Cæb-0B\\$abICVĐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, math

[lagrange\\_i\\_f's solution](#)

**680.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[lagrange\\_i\\_f's solution](#)

**681.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, brute force

[lagrange\\_i\\_f's solution](#)

**682.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[lagrange\\_i\\_f's solution](#)

**683.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[lagrange\\_i\\_f's solution](#)

**684.**

102888N

[↑  
INtoW: N - E ^](#)

Rating: — · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**685.**

102803E

[Everybody Lost Somebody](#) · Tutorial

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**686.**

105887A

[~vifot/CPA ~Üv,,](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**687.**

105887F

[•bZ•Nip!](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**688.**

105977L

[O Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**689.**

105977K

[VERTeX](#) · Tutorial

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**690.**

105977J

[g.TutorialThN 'Ñ](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**691.**

105977M

[•O Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**692.**

105992H

[V b 112.5Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**693.**

105986I

[V TrunkS](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**694.**

105986C

[;+NKa?](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**695.**

105986H

[g Top ACE](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**696.**

105986J

[f2u1tesu](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**697.**

105986K

[Capoo's stack](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**698.**

105986A

[•ÉR•Á•Mg:•êR•Á•M•êR•g:](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**699.**

105986L

[f1N=Ncb](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**700.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**701.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**702.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**703.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**704.**

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**705.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**706.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**707.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**708.**

105699I

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

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**709.**

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**710.**

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**711.**

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**712.**

105869I

[Random Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**713.**

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**714.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**715.**

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**716.**

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**717.**

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)

**718.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[lagrange\\_i\\_f's solution](#)