

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

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# Unique solved — larsr

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

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

Filters: none

Count: 518

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[larsr's solution](#)

2.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[larsr's solution](#)

3.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[larsr's solution](#)

4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[larsr's solution](#)

5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory  
[larsr's solution](#)

6.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
[larsr's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
[larsr's solution](#)

8.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math  
[larsr's solution](#)

9.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[larsr's solution](#)

**10.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[larsr's solution](#)

**11.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[larsr's solution](#)

**12.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, number theory  
[larsr's solution](#)

**13.**

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[larsr's solution](#)

**14.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[larsr's solution](#)

**15.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[larsr's solution](#)

**16.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[larsr's solution](#)

**17.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[larsr's solution](#)

**18.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[larsr's solution](#)

**19.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[larsr's solution](#)

**20.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[larsr's solution](#)

**21.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[larsr's solution](#)

**22.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[larsr's solution](#)

**23.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[larsr's solution](#)

**24.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[larsr's solution](#)

**25.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[larsr's solution](#)

**26.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[larsr's solution](#)

**27.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[larsr's solution](#)

**28.**

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[larsr's solution](#)

**29.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[larsr's solution](#)

**30.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[larsr's solution](#)

**31.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[larsr's solution](#)

**32.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[larsr's solution](#)

**33.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[larsr's solution](#)

**34.**

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[larsr's solution](#)

**35.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[larsr's solution](#)

**36.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[larsr's solution](#)

**37.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[larsr's solution](#)

**38.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[larsr's solution](#)

**39.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[larsr's solution](#)

**40.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[larsr's solution](#)

41.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[larsr's solution](#)

42.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[larsr's solution](#)

43.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[larsr's solution](#)

44.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2022-12-17 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[larsr's solution](#)

45.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[larsr's solution](#)

46.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[larsr's solution](#)

47.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[larsr's solution](#)

48.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[larsr's solution](#)

49.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[larsr's solution](#)

50.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[larsr's solution](#)

51.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[larsr's solution](#)

**52.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[larsr's solution](#)

**53.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[larsr's solution](#)

**54.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[larsr's solution](#)

**55.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[larsr's solution](#)

**56.**

1875A

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

Quality: 46,997 global accepts · Rating: 900 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[larsr's solution](#)

**57.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[larsr's solution](#)

**58.**

1855B

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

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[larsr's solution](#)

**59.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[larsr's solution](#)

**60.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[larsr's solution](#)

**61.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[larsr's solution](#)

**62.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[larsr's solution](#)

**63.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[larsr's solution](#)

**64.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[larsr's solution](#)

**65.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[larsr's solution](#)

**66.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[larsr's solution](#)

**67.**

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[larsr's solution](#)

**68.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[larsr's solution](#)

**69.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[larsr's solution](#)

**70.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[larsr's solution](#)

**71.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[larsr's solution](#)

**72.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[larsr's solution](#)

**73.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[larsr's solution](#)

**74.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[larsr's solution](#)

**75.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[larsr's solution](#)

**76.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[larsr's solution](#)

**77.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[larsr's solution](#)

**78.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[larsr's solution](#)

**79.**

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[larsr's solution](#)

**80.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[larsr's solution](#)

**81.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[larsr's solution](#)

**82.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[larsr's solution](#)

**83.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, math

[larsr's solution](#)

**84.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[larsr's solution](#)

**85.**

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[larsr's solution](#)

**86.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[larsr's solution](#)

**87.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

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**88.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

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**89.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

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**90.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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**91.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[larsr's solution](#)

**92.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

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- 93.**  
1738B  
[Prefix Sum Addicts](#) · [Tutorial](#)  
Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[larsr's solution](#)
- 94.**  
1720C  
[Corners](#) · [Tutorial](#)  
Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[larsr's solution](#)
- 95.**  
1988C  
[Increasing Sequence with Fixed OR](#) · [Tutorial](#)  
Quality: 20,294 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[larsr's solution](#)
- 96.**  
2201A1  
[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)  
Quality: 11,050 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[larsr's solution](#)
- 97.**  
2165A  
[Cyclic Merging](#) · [Tutorial](#)  
Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[larsr's solution](#)
- 98.**  
2152B  
[Catching the Krug](#) · [Tutorial](#)  
Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[larsr's solution](#)
- 99.**  
2150A  
[Incremental Path](#) · [Tutorial](#)  
Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation  
[larsr's solution](#)
- 100.**  
2124C  
[Subset Multiplication](#) · [Tutorial](#)  
Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[larsr's solution](#)
- 101.**  
2101A  
[Mex in the Grid](#) · [Tutorial](#)  
Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[larsr's solution](#)
- 102.**  
2127B  
[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)  
Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[larsr's solution](#)

**103.**

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[larsr's solution](#)

**104.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[larsr's solution](#)

**105.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[larsr's solution](#)

**106.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[larsr's solution](#)

**107.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[larsr's solution](#)

**108.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[larsr's solution](#)

**109.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[larsr's solution](#)

**110.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[larsr's solution](#)

**111.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[larsr's solution](#)

**112.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[larsr's solution](#)

**113.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[larsr's solution](#)

**114.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[larsr's solution](#)

**115.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[larsr's solution](#)

**116.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[larsr's solution](#)

**117.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[larsr's solution](#)

**118.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[larsr's solution](#)

**119.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[larsr's solution](#)

**120.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[larsr's solution](#)

**121.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[larsr's solution](#)

**122.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[larsr's solution](#)

**123.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[larsr's solution](#)

**124.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[larsr's solution](#)

**125.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[larsr's solution](#)

**126.**

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[larsr's solution](#)

**127.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[larsr's solution](#)

**128.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[larsr's solution](#)

**129.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[larsr's solution](#)

**130.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[larsr's solution](#)

**131.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[larsr's solution](#)

**132.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[larsr's solution](#)

**133.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[larsr's solution](#)

**134.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[larsr's solution](#)

**135.**

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[larsr's solution](#)

**136.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings  
[larsr's solution](#)

**137.**

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math  
[larsr's solution](#)

**138.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers  
[larsr's solution](#)

**139.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[larsr's solution](#)

**140.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[larsr's solution](#)

**141.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[larsr's solution](#)

**142.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[larsr's solution](#)

**143.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[larsr's solution](#)

**144.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[larsr's solution](#)

**145.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[larsr's solution](#)

**146.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-12 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[larsr's solution](#)

**147.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[larsr's solution](#)

**148.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[larsr's solution](#)

**149.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[larsr's solution](#)

**150.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[larsr's solution](#)

**151.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[larsr's solution](#)

**152.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[larsr's solution](#)

**153.**

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[larsr's solution](#)

**154.**

2201A2

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

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[larsr's solution](#)

**155.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[larsr's solution](#)

**156.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[larsr's solution](#)

**157.**

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[larsr's solution](#)

**158.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[larsr's solution](#)

**159.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[larsr's solution](#)

**160.**

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[larsr's solution](#)

**161.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[larsr's solution](#)

**162.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[larsr's solution](#)

**163.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[larsr's solution](#)

**164.**

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[larsr's solution](#)

**165.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[larsr's solution](#)

**166.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[larsr's solution](#)

**167.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[larsr's solution](#)

**168.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[larsr's solution](#)

**169.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[larsr's solution](#)

**170.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[larsr's solution](#)

**171.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[larsr's solution](#)

**172.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[larsr's solution](#)

**173.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[larsr's solution](#)

**174.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[larsr's solution](#)

**175.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[larsr's solution](#)

**176.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[larsr's solution](#)

**177.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[larsr's solution](#)

**178.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[larsr's solution](#)

**179.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[larsr's solution](#)

**180.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[larsr's solution](#)

**181.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[larsr's solution](#)

**182.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,411 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[larsr's solution](#)

**183.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[larsr's solution](#)

**184.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[larsr's solution](#)

**185.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[larsr's solution](#)

**186.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[larsr's solution](#)

**187.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[larsr's solution](#)

**188.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[larsr's solution](#)

**189.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[larsr's solution](#)

**190.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[larsr's solution](#)

**191.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[larsr's solution](#)

**192.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[larsr's solution](#)

**193.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[larsr's solution](#)

**194.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[larsr's solution](#)

**195.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[larsr's solution](#)

**196.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[larsr's solution](#)

**197.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[larsr's solution](#)

**198.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[larsr's solution](#)

**199.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[larsr's solution](#)

**200.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[larsr's solution](#)

**201.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[larsr's solution](#)

**202.**

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[larsr's solution](#)

### 203.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[larsr's solution](#)

### 204.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[larsr's solution](#)

### 205.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[larsr's solution](#)

### 206.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[larsr's solution](#)

### 207.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[larsr's solution](#)

### 208.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[larsr's solution](#)

### 209.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[larsr's solution](#)

### 210.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[larsr's solution](#)

### 211.

1855C2

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

Rating: 1900 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[larsr's solution](#)

### 212.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[larsr's solution](#)

### 213.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[larsr's solution](#)

### 214.

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[larsr's solution](#)

### 215.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[larsr's solution](#)

### 216.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[larsr's solution](#)

### 217.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[larsr's solution](#)

### 218.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[larsr's solution](#)

### 219.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[larsr's solution](#)

### 220.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[larsr's solution](#)

### 221.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[larsr's solution](#)

### 222.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[larsr's solution](#)

**223.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[larsr's solution](#)

**224.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[larsr's solution](#)

**225.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[larsr's solution](#)

**226.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[larsr's solution](#)

**227.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[larsr's solution](#)

**228.**

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[larsr's solution](#)

**229.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[larsr's solution](#)

**230.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[larsr's solution](#)

**231.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[larsr's solution](#)

**232.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu,

greedy, implementation, two pointers

[larsr's solution](#)

**233.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[larsr's solution](#)

**234.**

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[larsr's solution](#)

**235.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[larsr's solution](#)

**236.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[larsr's solution](#)

**237.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[larsr's solution](#)

**238.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[larsr's solution](#)

**239.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[larsr's solution](#)

**240.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · last AC: 2024-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[larsr's solution](#)

**241.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[larsr's solution](#)

**242.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[larsr's solution](#)

**243.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[larsr's solution](#)

**244.**

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[larsr's solution](#)

**245.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[larsr's solution](#)

**246.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[larsr's solution](#)

**247.**

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: \*broken, games, greedy

[larsr's solution](#)

**248.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[larsr's solution](#)

**249.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[larsr's solution](#)

**250.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[larsr's solution](#)

**251.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[larsr's solution](#)

**252.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[larsr's solution](#)

**253.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[larsr's solution](#)

**254.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[larsr's solution](#)

**255.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[larsr's solution](#)

**256.**

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[larsr's solution](#)

**257.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[larsr's solution](#)

**258.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[larsr's solution](#)

**259.**

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[larsr's solution](#)

**260.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[larsr's solution](#)

**261.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive,

sortings, two pointers

[larsr's solution](#)

**262.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[larsr's solution](#)

**263.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[larsr's solution](#)

**264.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[larsr's solution](#)

**265.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[larsr's solution](#)

**266.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[larsr's solution](#)

**267.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[larsr's solution](#)

**268.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[larsr's solution](#)

**269.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[larsr's solution](#)

**270.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[larsr's solution](#)

**271.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[larsr's solution](#)

**272.**

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[larsr's solution](#)

**273.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[larsr's solution](#)

**274.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[larsr's solution](#)

**275.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[larsr's solution](#)

**276.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[larsr's solution](#)

**277.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[larsr's solution](#)

**278.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[larsr's solution](#)

**279.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[larsr's solution](#)

**280.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[larsr's solution](#)

**281.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[larsr's solution](#)

## 282.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[larsr's solution](#)

## 283.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[larsr's solution](#)

## 284.

2157F

[Git Gud](#) · [Tutorial](#)

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

[larsr's solution](#)

## 285.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[larsr's solution](#)

## 286.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[larsr's solution](#)

## 287.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[larsr's solution](#)

## 288.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[larsr's solution](#)

## 289.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[larsr's solution](#)

## 290.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[larsr's solution](#)

## 291.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[larsr's solution](#)

**292.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[larsr's solution](#)

**293.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[larsr's solution](#)

**294.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[larsr's solution](#)

**295.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[larsr's solution](#)

**296.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[larsr's solution](#)

**297.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[larsr's solution](#)

**298.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[larsr's solution](#)

**299.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[larsr's solution](#)

**300.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[larsr's solution](#)

**301.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[larsr's solution](#)

### 302.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[larsr's solution](#)

### 303.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[larsr's solution](#)

### 304.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[larsr's solution](#)

### 305.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[larsr's solution](#)

### 306.

1875E

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

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

[larsr's solution](#)

### 307.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[larsr's solution](#)

### 308.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[larsr's solution](#)

### 309.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[larsr's solution](#)

### 310.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[larsr's solution](#)

### 311.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[larsr's solution](#)

**312.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[larsr's solution](#)

**313.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[larsr's solution](#)

**314.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[larsr's solution](#)

**315.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees

[larsr's solution](#)

**316.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[larsr's solution](#)

**317.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[larsr's solution](#)

**318.**

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[larsr's solution](#)

**319.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[larsr's solution](#)

**320.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[larsr's solution](#)

**321.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[larsr's solution](#)

**322.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math  
[larsr's solution](#)

**323.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[larsr's solution](#)

**324.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[larsr's solution](#)

**325.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy  
[larsr's solution](#)

**326.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[larsr's solution](#)

**327.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[larsr's solution](#)

**328.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees  
[larsr's solution](#)

**329.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[larsr's solution](#)

**330.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices  
[larsr's solution](#)

**331.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[larsr's solution](#)

**332.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[larsr's solution](#)

**333.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[larsr's solution](#)

**334.**

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings  
[larsr's solution](#)

**335.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games  
[larsr's solution](#)

**336.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees  
[larsr's solution](#)

**337.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math  
[larsr's solution](#)

**338.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[larsr's solution](#)

**339.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[larsr's solution](#)

**340.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[larsr's solution](#)

**341.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation  
[larsr's solution](#)

**342.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[larsr's solution](#)

**343.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[larsr's solution](#)

**344.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[larsr's solution](#)

**345.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[larsr's solution](#)

**346.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[larsr's solution](#)

**347.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[larsr's solution](#)

**348.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[larsr's solution](#)

**349.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[larsr's solution](#)

**350.**

285E

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

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[larsr's solution](#)

**351.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[larsr's solution](#)

**352.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[larsr's solution](#)

**353.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[larsr's solution](#)

**354.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[larsr's solution](#)

**355.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[larsr's solution](#)

**356.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[larsr's solution](#)

**357.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[larsr's solution](#)

**358.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[larsr's solution](#)

**359.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[larsr's solution](#)

**360.**

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[larsr's solution](#)

**361.**

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[larsr's solution](#)

**362.**

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[larsr's solution](#)

**363.**

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[larsr's solution](#)

**364.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[larsr's solution](#)

**365.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[larsr's solution](#)

**366.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[larsr's solution](#)

**367.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[larsr's solution](#)

**368.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[larsr's solution](#)

**369.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[larsr's solution](#)

**370.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[larsr's solution](#)

**371.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[larsr's solution](#)

**372.**

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[larsr's solution](#)

**373.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[larsr's solution](#)

**374.**

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[larsr's solution](#)

**375.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[larsr's solution](#)

**376.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[larsr's solution](#)

**377.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[larsr's solution](#)

**378.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[larsr's solution](#)

**379.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[larsr's solution](#)

**380.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[larsr's solution](#)

**381.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[larsr's solution](#)

**382.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[larsr's solution](#)

**383.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math  
[larsr's solution](#)

**384.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...  
[larsr's solution](#)

**385.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees  
[larsr's solution](#)

**386.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[larsr's solution](#)

**387.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings  
[larsr's solution](#)

**388.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory  
[larsr's solution](#)

**389.**

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities  
[larsr's solution](#)

**390.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy  
[larsr's solution](#)

**391.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[larsr's solution](#)

**392.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[larsr's solution](#)

**393.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[larsr's solution](#)

**394.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[larsr's solution](#)

**395.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive  
[larsr's solution](#)

**396.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[larsr's solution](#)

**397.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
[larsr's solution](#)

**398.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees  
[larsr's solution](#)

**399.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers  
[larsr's solution](#)

**400.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[larsr's solution](#)

**401.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[larsr's solution](#)

**402.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing  
[larsr's solution](#)

**403.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[larsr's solution](#)

**404.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures  
[larsr's solution](#)

**405.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[larsr's solution](#)

**406.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities  
[larsr's solution](#)

**407.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[larsr's solution](#)

**408.**

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[larsr's solution](#)

**409.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings  
[larsr's solution](#)

**410.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[larsr's solution](#)

**411.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities  
[larsr's solution](#)

**412.**

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[larsr's solution](#)

**413.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[larsr's solution](#)

**414.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[larsr's solution](#)

**415.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[larsr's solution](#)

**416.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[larsr's solution](#)

**417.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[larsr's solution](#)

**418.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[larsr's solution](#)

**419.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[larsr's solution](#)

**420.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[larsr's solution](#)

**421.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[larsr's solution](#)

**422.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[larsr's solution](#)

**423.**

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[larsr's solution](#)

**424.**

1019C

[Sergey's problem · Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-09-26 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[larsr's solution](#)

**425.**

1906C

[Cursed Game · Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[larsr's solution](#)

**426.**

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

[larsr's solution](#)

**427.**

2045F

[Grid Game 3-angle · Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[larsr's solution](#)

**428.**

1909G

[Pumping Lemma · Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[larsr's solution](#)

**429.**

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[larsr's solution](#)

**430.**

1988F

[Heartbeat · Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[larsr's solution](#)

**431.**

1874E

[Jellyfish and Hack · Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[larsr's solution](#)

**432.**

2056F2

[Xor of Median \(Hard Version\) · Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[larsr's solution](#)

**433.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[larsr's solution](#)

**434.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[larsr's solution](#)

**435.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[larsr's solution](#)

**436.**

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[larsr's solution](#)

**437.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[larsr's solution](#)

**438.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[larsr's solution](#)

**439.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[larsr's solution](#)

**440.**

335F

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

Quality: 740 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[larsr's solution](#)

**441.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[larsr's solution](#)

**442.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[larsr's solution](#)

**443.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[larsr's solution](#)

**444.**

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[larsr's solution](#)

**445.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[larsr's solution](#)

**446.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[larsr's solution](#)

**447.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[larsr's solution](#)

**448.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[larsr's solution](#)

**449.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-03-27 · last AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy  
[larsr's solution](#)

**450.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[larsr's solution](#)

**451.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[larsr's solution](#)

**452.**

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[larsr's solution](#)

**453.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[larsr's solution](#)

**454.**

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[larsr's solution](#)

**455.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[larsr's solution](#)

**456.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[larsr's solution](#)

**457.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[larsr's solution](#)

**458.**

1930G

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

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[larsr's solution](#)

**459.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[larsr's solution](#)

**460.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[larsr's solution](#)

**461.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[larsr's solution](#)

**462.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-04-26 · last AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[larsr's solution](#)

**463.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[larsr's solution](#)

**464.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[larsr's solution](#)

**465.**

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, graphs

[larsr's solution](#)

**466.**

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-12-11 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[larsr's solution](#)

**467.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[larsr's solution](#)

**468.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[larsr's solution](#)

**469.**

1210F2

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

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[larsr's solution](#)

**470.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[larsr's solution](#)

**471.**

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[larsr's solution](#)

**472.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[larsr's solution](#)

**473.**

1859F

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

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[larsr's solution](#)

**474.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[larsr's solution](#)

**475.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[larsr's solution](#)

**476.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[larsr's solution](#)

**477.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-09-15 · last AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[larsr's solution](#)

**478.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[larsr's solution](#)

**479.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, string suffix structures

[larsr's solution](#)

**480.**

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[larsr's solution](#)

**481.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[larsr's solution](#)

**482.**

1466H

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

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[larsr's solution](#)

**483.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[larsr's solution](#)

**484.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[larsr's solution](#)

**485.**

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[larsr's solution](#)

**486.**

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[larsr's solution](#)

**487.**

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2024-08-01 · last AC: 2026-01-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[larsr's solution](#)

**488.**

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[larsr's solution](#)

**489.**

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math

[larsr's solution](#)

**490.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[larsr's solution](#)

**491.**

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[larsr's solution](#)

**492.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[larsr's solution](#)

**493.**

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[larsr's solution](#)

**494.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[larsr's solution](#)

**495.**

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[larsr's solution](#)

**496.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[larsr's solution](#)

**497.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[larsr's solution](#)

**498.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[larsr's solution](#)

**499.**

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer

[larsr's solution](#)

**500.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[larsr's solution](#)

**501.**

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[larsr's solution](#)

**502.**

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[larsr's solution](#)

**503.**

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[larsr's solution](#)

**504.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[larsr's solution](#)

**505.**

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[larsr's solution](#)

**506.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[larsr's solution](#)

**507.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[larsr's solution](#)

**508.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[larsr's solution](#)

**509.**

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[larsr's solution](#)

**510.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[larsr's solution](#)

**511.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[larsr's solution](#)

**512.**

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[larsr's solution](#)

**513.**

104651C

[Clique Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[larsr's solution](#)

**514.**

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[larsr's solution](#)

## 515.

103987J

[Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · last AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[larsr's solution](#)

## 516.

101848I

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[larsr's solution](#)

## 517.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[larsr's solution](#)

## 518.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[larsr's solution](#)