

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

<https://cfelitetracker.vercel.app>

# Unique solved — Ijw01

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

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

Filters: none

Count: 328

1.

2183A

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

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[Ijw01's solution](#)

2.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Ijw01's solution](#)

3.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ijw01's solution](#)

4.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ijw01's solution](#)

5.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,117 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ijw01's solution](#)

6.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,058 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Ijw01's solution](#)

7.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Ijw01's solution](#)

8.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ijw01's solution](#)

9.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,201 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ijw01's solution](#)

10.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ljw01's solution](#)

## 11.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[ljw01's solution](#)

## 12.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ljw01's solution](#)

## 13.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ljw01's solution](#)

## 14.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ljw01's solution](#)

## 15.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ljw01's solution](#)

## 16.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[ljw01's solution](#)

## 17.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[ljw01's solution](#)

## 18.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[ljw01's solution](#)

## 19.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[ljw01's solution](#)

## 20.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ljw01's solution](#)

**21.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[ljw01's solution](#)

**22.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,489 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ljw01's solution](#)

**23.**

2160D

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

Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ljw01's solution](#)

**24.**

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[ljw01's solution](#)

**25.**

2136D

[For the Champion](#) · [Tutorial](#)

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

[ljw01's solution](#)

**26.**

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ljw01's solution](#)

**27.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[ljw01's solution](#)

**28.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[ljw01's solution](#)

**29.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[ljw01's solution](#)

**30.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[ljw01's solution](#)

- 31.**  
222E  
[Decoding Genome](#) · [Tutorial](#)  
Quality: 3,567 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices  
[ljw01's solution](#)
- 32.**  
1405D  
[Tree Tag](#) · [Tutorial](#)  
Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees  
[ljw01's solution](#)
- 33.**  
2215B  
[RReeppeettiitiiioonn](#) · [Tutorial](#)  
Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory  
[ljw01's solution](#)
- 34.**  
2154C2  
[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)  
Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[ljw01's solution](#)
- 35.**  
2136E  
[By the Assignment](#) · [Tutorial](#)  
Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[ljw01's solution](#)
- 36.**  
730I  
[Olympiad in Programming and Sports](#) · [Tutorial](#)  
Quality: 2,743 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy  
[ljw01's solution](#)
- 37.**  
1198C  
[Matching vs Independent Set](#) · [Tutorial](#)  
Quality: 4,055 global accepts · Rating: 2000 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[ljw01's solution](#)
- 38.**  
235B  
[Let's Play Osu!](#) · [Tutorial](#)  
Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[ljw01's solution](#)
- 39.**  
2183E  
[LCM is Legendary Counting Master](#) · [Tutorial](#)  
Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[ljw01's solution](#)
- 40.**  
2183D2  
[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)  
Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[ljw01's solution](#)
- 41.**  
2152E  
[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ljw01's solution](#)

**42.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[ljw01's solution](#)

**43.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[ljw01's solution](#)

**44.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[ljw01's solution](#)

**45.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[ljw01's solution](#)

**46.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ljw01's solution](#)

**47.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[ljw01's solution](#)

**48.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[ljw01's solution](#)

**49.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ljw01's solution](#)

**50.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[ljw01's solution](#)

**51.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[ljw01's solution](#)

**52.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[ljw01's solution](#)

**53.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ljw01's solution](#)

**54.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ljw01's solution](#)

**55.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2025-02-14 · last AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[ljw01's solution](#)

**56.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: flows

[ljw01's solution](#)

**57.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ljw01's solution](#)

**58.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ljw01's solution](#)

**59.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ljw01's solution](#)

**60.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ljw01's solution](#)

**61.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[ljw01's solution](#)

**62.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ljw01's solution](#)

**63.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ljw01's solution](#)

**64.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ljw01's solution](#)

**65.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ljw01's solution](#)

**66.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory

[ljw01's solution](#)

**67.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ljw01's solution](#)

**68.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ljw01's solution](#)

**69.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[ljw01's solution](#)

**70.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ljw01's solution](#)

**71.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ljw01's solution](#)

**72.**

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ljw01's solution](#)

**73.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[ljw01's solution](#)

**74.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ljw01's solution](#)

**75.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ljw01's solution](#)

**76.**

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[ljw01's solution](#)

**77.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ljw01's solution](#)

**78.**

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[ljw01's solution](#)

**79.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ljw01's solution](#)

**80.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ljw01's solution](#)

**81.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[ljw01's solution](#)

**82.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ljw01's solution](#)

**83.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ljw01's solution](#)

**84.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[ljw01's solution](#)

**85.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[ljw01's solution](#)

**86.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ljw01's solution](#)

**87.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ljw01's solution](#)

**88.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[ljw01's solution](#)

**89.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[ljw01's solution](#)

**90.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ljw01's solution](#)

**91.**

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ljw01's solution](#)

**92.**

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ljw01's solution](#)

**93.**

1661F

[Teleporters · Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[ljw01's solution](#)

**94.**

1982F

[Sorting Problem Again · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[ljw01's solution](#)

**95.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ljw01's solution](#)

**96.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[ljw01's solution](#)

**97.**

1613F

[Tree Coloring · Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[ljw01's solution](#)

**98.**

1153F

[Serval and Bonus Problem · Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ljw01's solution](#)

**99.**

1827C

[Palindrome Partition · Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[ljw01's solution](#)

**100.**

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ljw01's solution](#)

**101.**

185D

[Visit of the Great · Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ljw01's solution](#)

**102.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[ljw01's solution](#)**103.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ljw01's solution](#)**104.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[ljw01's solution](#)**105.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers

[ljw01's solution](#)**106.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[ljw01's solution](#)**107.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ljw01's solution](#)**108.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[ljw01's solution](#)**109.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[ljw01's solution](#)**110.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ljw01's solution](#)**111.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[ljw01's solution](#)

**112.**

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[ljw01's solution](#)

**113.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[ljw01's solution](#)

**114.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search  
[ljw01's solution](#)

**115.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[ljw01's solution](#)

**116.**

2215E

[Star Map](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings  
[ljw01's solution](#)

**117.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2025-04-24 · last AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[ljw01's solution](#)

**118.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[ljw01's solution](#)

**119.**

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math  
[ljw01's solution](#)

**120.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math  
[ljw01's solution](#)

**121.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry  
[ljw01's solution](#)

**122.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees  
[ljw01's solution](#)

**123.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices  
[ljw01's solution](#)

**124.**

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu  
[ljw01's solution](#)

**125.**

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities  
[ljw01's solution](#)

**126.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths  
[ljw01's solution](#)

**127.**

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[ljw01's solution](#)

**128.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees  
[ljw01's solution](#)

**129.**

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[ljw01's solution](#)

**130.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[ljw01's solution](#)

**131.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory  
[ljw01's solution](#)

**132.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[ljw01's solution](#)

**133.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[ljw01's solution](#)

**134.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[ljw01's solution](#)

**135.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[ljw01's solution](#)

**136.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ljw01's solution](#)

**137.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[ljw01's solution](#)

**138.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[ljw01's solution](#)

**139.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[ljw01's solution](#)

**140.**

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[ljw01's solution](#)

**141.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ljw01's solution](#)

**142.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-02-21 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ljw01's solution](#)

**143.**

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[ljw01's solution](#)

**144.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[ljw01's solution](#)

**145.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

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

[ljw01's solution](#)

**146.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ljw01's solution](#)

**147.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[ljw01's solution](#)

**148.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ljw01's solution](#)

**149.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ljw01's solution](#)

**150.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[ljw01's solution](#)

**151.**

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[ljw01's solution](#)

**152.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ljw01's solution](#)

**153.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[ljw01's solution](#)

**154.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[ljw01's solution](#)

**155.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[ljw01's solution](#)

**156.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[ljw01's solution](#)

**157.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[ljw01's solution](#)

**158.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[ljw01's solution](#)

**159.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[ljw01's solution](#)

**160.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ljw01's solution](#)

**161.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ljw01's solution](#)

**162.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ljw01's solution](#)

**163.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math  
[ljw01's solution](#)

**164.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[ljw01's solution](#)

**165.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings  
[ljw01's solution](#)

**166.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[ljw01's solution](#)

**167.**

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[ljw01's solution](#)

**168.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ljw01's solution](#)

**169.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[ljw01's solution](#)

**170.**

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees  
[ljw01's solution](#)

**171.**

2153F

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

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees  
[ljw01's solution](#)

**172.**

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy  
[ljw01's solution](#)

**173.**

1835D

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

Quality: 658 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[ljw01's solution](#)

**174.**

960G

[Bandit Blues · Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[ljw01's solution](#)

**175.**

932G

[Palindrome Partition · Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings  
[ljw01's solution](#)

**176.**

1085G

[Beautiful Matrix · Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp  
[ljw01's solution](#)

**177.**

17E

[Palisection · Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[ljw01's solution](#)

**178.**

1285F

[Classical? · Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory  
[ljw01's solution](#)

**179.**

1687D

[Cute number · Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math  
[ljw01's solution](#)

**180.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths · Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees  
[ljw01's solution](#)

**181.**

309E

[Sheep · Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[ljw01's solution](#)

**182.**

193D

[Two Segments · Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ljw01's solution](#)

**183.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ljw01's solution](#)

**184.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[ljw01's solution](#)

**185.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[ljw01's solution](#)

**186.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[ljw01's solution](#)

**187.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[ljw01's solution](#)

**188.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ljw01's solution](#)

**189.**

1438F

[Olha and Igor](#) · [Tutorial](#)

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

[ljw01's solution](#)

**190.**

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[ljw01's solution](#)

**191.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[ljw01's solution](#)

**192.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy  
[ljw01's solution](#)

**193.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp  
[ljw01's solution](#)

**194.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers  
[ljw01's solution](#)

**195.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[ljw01's solution](#)

**196.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths  
[ljw01's solution](#)

**197.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings  
[ljw01's solution](#)

**198.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[ljw01's solution](#)

**199.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees  
[ljw01's solution](#)

**200.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[ljw01's solution](#)

**201.**

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[ljw01's solution](#)

**202.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[ljw01's solution](#)

**203.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[ljw01's solution](#)

**204.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees  
[ljw01's solution](#)

**205.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[ljw01's solution](#)

**206.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive  
[ljw01's solution](#)

**207.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings  
[ljw01's solution](#)

**208.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp  
[ljw01's solution](#)

**209.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[ljw01's solution](#)

**210.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[ljw01's solution](#)

**211.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[ljw01's solution](#)

**212.**

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[ljw01's solution](#)

**213.**

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ljw01's solution](#)

**214.**

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[ljw01's solution](#)

**215.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[ljw01's solution](#)

**216.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[ljw01's solution](#)

**217.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

[ljw01's solution](#)

**218.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ljw01's solution](#)

**219.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[ljw01's solution](#)

**220.**

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[ljw01's solution](#)

**221.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[ljw01's solution](#)

**222.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[ljw01's solution](#)

**223.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ljw01's solution](#)

**224.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings  
[ljw01's solution](#)

**225.**

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs  
[ljw01's solution](#)

**226.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[ljw01's solution](#)

**227.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search  
[ljw01's solution](#)

**228.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[ljw01's solution](#)

**229.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy  
[ljw01's solution](#)

**230.**

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ljw01's solution](#)

**231.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, math  
[ljw01's solution](#)

**232.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[ljw01's solution](#)

**233.**

2183G

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

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-08 · last AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive  
[ljw01's solution](#)

**234.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math  
[ljw01's solution](#)

**235.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: fft, math  
[ljw01's solution](#)

**236.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: matrices  
[ljw01's solution](#)

**237.**

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[ljw01's solution](#)

**238.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy  
[ljw01's solution](#)

**239.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory  
[ljw01's solution](#)

**240.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities  
[ljw01's solution](#)

**241.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[ljw01's solution](#)

**242.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths  
[ljw01's solution](#)

**243.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: games  
[ljw01's solution](#)

**244.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games  
[ljw01's solution](#)

**245.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp  
[ljw01's solution](#)

**246.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[ljw01's solution](#)

**247.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities  
[ljw01's solution](#)

**248.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math  
[ljw01's solution](#)

**249.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive  
[ljw01's solution](#)

**250.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[ljw01's solution](#)

**251.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[ljw01's solution](#)

**252.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[ljw01's solution](#)

**253.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[ljw01's solution](#)

**254.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math  
[ljw01's solution](#)

**255.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs  
[ljw01's solution](#)

**256.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ljw01's solution](#)

**257.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ljw01's solution](#)

**258.**

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ljw01's solution](#)

**259.**

2164G

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

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[ljw01's solution](#)

**260.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-09-08 · last AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[ljw01's solution](#)

**261.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[ljw01's solution](#)

**262.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[ljw01's solution](#)

**263.**

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[ljw01's solution](#)

**264.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-23 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[ljw01's solution](#)

**265.**

2178I

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

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[ljw01's solution](#)

**266.**

2178H

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

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[ljw01's solution](#)

**267.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ljw01's solution](#)

**268.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ljw01's solution](#)

**269.**

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ljw01's solution](#)

**270.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[ljw01's solution](#)

**271.**

1804H

[Code Lock](#) · [Tutorial](#)

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

[ljw01's solution](#)

**272.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[ljw01's solution](#)

**273.**

1530G

[What a Reversal](#) · [Tutorial](#)

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

[ljw01's solution](#)

**274.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[ljw01's solution](#)

**275.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[ljw01's solution](#)

**276.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[ljw01's solution](#)

**277.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing  
[ljw01's solution](#)

**278.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[ljw01's solution](#)

**279.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp  
[ljw01's solution](#)

**280.**

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer  
[ljw01's solution](#)

**281.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[ljw01's solution](#)

**282.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings  
[ljw01's solution](#)

**283.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[ljw01's solution](#)

**284.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math  
[ljw01's solution](#)

**285.**

1844H

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math  
[ljw01's solution](#)

**286.**

2164H

[Palindrome](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[ljw01's solution](#)

**287.**

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[ljw01's solution](#)

**288.**

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: fft, graphs, trees  
[ljw01's solution](#)

**289.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[ljw01's solution](#)

**290.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory  
[ljw01's solution](#)

**291.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[ljw01's solution](#)

**292.**

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math  
[ljw01's solution](#)

**293.**

2029I

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

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy  
[ljw01's solution](#)

**294.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings  
[ljw01's solution](#)

**295.**

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[ljw01's solution](#)

**296.**

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ljw01's solution](#)

**297.**

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ljw01's solution](#)

**298.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ljw01's solution](#)

**299.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[ljw01's solution](#)

**300.**

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[ljw01's solution](#)

**301.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[ljw01's solution](#)

**302.**

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ljw01's solution](#)

**303.**

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[ljw01's solution](#)

**304.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[ljw01's solution](#)

**305.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ljw01's solution](#)

**306.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs  
[ljw01's solution](#)

**307.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs  
[ljw01's solution](#)

**308.**

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules  
[ljw01's solution](#)

**309.**

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search  
[ljw01's solution](#)

**310.**

2159E

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

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle  
[ljw01's solution](#)

**311.**

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees  
[ljw01's solution](#)

**312.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers  
[ljw01's solution](#)

**313.**

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[ljw01's solution](#)

**314.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math  
[ljw01's solution](#)

**315.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows  
[ljw01's solution](#)

**316.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[ljw01's solution](#)

**317.**

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[ljw01's solution](#)

**318.**

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math  
[ljw01's solution](#)

**319.**

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs  
[ljw01's solution](#)

**320.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings  
[ljw01's solution](#)

**321.**

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees  
[ljw01's solution](#)

**322.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings  
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**323.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[ljw01's solution](#)

**324.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[ljw01's solution](#)

**325.**

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ljw01's solution](#)

**326.**

102331F

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

Rating: — · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ljw01's solution](#)

**327.**

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ljw01's solution](#)

**328.**

102759C

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

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ljw01's solution](#)