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# Unique solved — Imh qwq

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1.

1842A

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3.

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4.

2096A

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2084A

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6.

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2048A

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**21.**

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**22.**

1929A

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1928A

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**24.**

1825A

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1284A

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1678A

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426A

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1139A

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749A

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233A

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1186A

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1382A

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**34.**

1047A

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4A

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**38.**

2048B

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**43.**

11A

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6A

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1A

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**47.**

2039B

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1975B

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**50.**

1825B

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**51.**

1059A

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766A

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2122B

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**55.**

2096B

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2084B

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**57.**

2061B

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2029B

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**59.**

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**60.**

1984B

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136B

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64.

370A

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65.

12B

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66.

2053B

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67.

2048C

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68.

2046A

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69.

2039C1

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70.

1987C

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71.

1989B

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72.

1975C

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73.

1928B

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74.

1822D

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75.

802M1

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76.

854B

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77.

743B

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78.

2129A

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79.

2124C

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80.

2101A

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81.

2023A

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82.

1991C

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83.

1984C1

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Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
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**84.**

1981B

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**85.**

1618D

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**86.**

1627B

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**87.**

2084C

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**88.**

2066A

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**89.**

2038L

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**90.**

2038A

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**91.**

2038C

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**92.**

2035C

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**93.**

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94.

1972D1

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[lmh\\_qwq's solution](#)

95.

1972C

[Permutation Counting · Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[lmh\\_qwq's solution](#)

96.

1929C

[Sasha and the Casino · Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[lmh\\_qwq's solution](#)

97.

1825C

[LuoTianyi and the Show · Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[lmh\\_qwq's solution](#)

98.

1162B

[Double Matrix · Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[lmh\\_qwq's solution](#)

99.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lmh\\_qwq's solution](#)

100.

707C

[Pythagorean Triples · Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lmh\\_qwq's solution](#)

101.

1136C

[Nastya Is Transposing Matrices · Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[lmh\\_qwq's solution](#)

102.

329B

[Biridian Forest · Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[lmh\\_qwq's solution](#)

103.

166E

[Tetrahedron · Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[lmh\\_qwq's solution](#)

104.

342B

[Xenia and Spies · Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[lmh\\_qwq's solution](#)

**105.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search  
[lmh\\_qwq's solution](#)

**106.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[lmh\\_qwq's solution](#)

**107.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[lmh\\_qwq's solution](#)

**108.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[lmh\\_qwq's solution](#)

**109.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp  
[lmh\\_qwq's solution](#)

**110.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[lmh\\_qwq's solution](#)

**111.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[lmh\\_qwq's solution](#)

**112.**

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[lmh\\_qwq's solution](#)

**113.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[lmh\\_qwq's solution](#)

**114.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees  
[lmh\\_qwq's solution](#)

**115.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[lmh\\_qwq's solution](#)

**116.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[lmh\\_qwq's solution](#)

**117.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lmh\\_qwq's solution](#)

**118.**

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[lmh\\_qwq's solution](#)

**119.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[lmh\\_qwq's solution](#)

**120.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[lmh\\_qwq's solution](#)

**121.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lmh\\_qwq's solution](#)

**122.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[lmh\\_qwq's solution](#)

**123.**

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

[lmh\\_qwq's solution](#)

**124.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[lmh\\_qwq's solution](#)

**125.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[lmh\\_qwq's solution](#)

**126.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[lmh\\_qwq's solution](#)

**127.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers  
[lmh\\_qwq's solution](#)

**128.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[lmh\\_qwq's solution](#)

**129.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math  
[lmh\\_qwq's solution](#)

**130.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[lmh\\_qwq's solution](#)

**131.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings  
[lmh\\_qwq's solution](#)

**132.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory  
[lmh\\_qwq's solution](#)

**133.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math  
[lmh\\_qwq's solution](#)

**134.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[lmh\\_qwq's solution](#)

**135.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[lmh\\_qwq's solution](#)

**136.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lmh\\_qwq's solution](#)

**137.**

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[lmh\\_qwq's solution](#)

**138.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[lmh\\_qwq's solution](#)

**139.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[lmh\\_qwq's solution](#)

**140.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lmh\\_qwq's solution](#)

**141.**

1909I

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

Quality: 176 global accepts · Rating: 1900 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[lmh\\_qwq's solution](#)

**142.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[lmh\\_qwq's solution](#)

**143.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[lmh\\_qwq's solution](#)

**144.**

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[lmh\\_qwq's solution](#)

**145.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[lmh\\_qwq's solution](#)

**146.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[lmh\\_qwq's solution](#)

**147.**

1991E

[Coloring Game](#) · [Tutorial](#)

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

[lmh\\_qwq's solution](#)

**148.**

1991D

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

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

[lmh\\_qwq's solution](#)

**149.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[lmh\\_qwq's solution](#)

**150.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[lmh\\_qwq's solution](#)

**151.**

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[lmh\\_qwq's solution](#)

**152.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[lmh\\_qwq's solution](#)

**153.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2022-08-06 · Python 2 (first AC) · Tags: \*special

[lmh\\_qwq's solution](#)

**154.**

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[lmh\\_qwq's solution](#)

**155.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lmh\\_qwq's solution](#)

**156.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[lmh\\_qwq's solution](#)

**157.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lmh\\_qwq's solution](#)

**158.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[lmh\\_qwq's solution](#)

**159.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[lmh\\_qwq's solution](#)

**160.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lmh\\_qwq's solution](#)

**161.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[lmh\\_qwq's solution](#)

**162.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[lmh\\_qwq's solution](#)

**163.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lmh\\_qwq's solution](#)

**164.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lmh\\_qwq's solution](#)

**165.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[lmh\\_qwq's solution](#)

**166.**

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[lmh\\_qwq's solution](#)

**167.**

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lmh\\_qwq's solution](#)

**168.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[lmh\\_qwq's solution](#)

**169.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[lmh\\_qwq's solution](#)

**170.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lmh\\_qwq's solution](#)

**171.**

609E

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

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[lmh\\_qwq's solution](#)

**172.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[lmh\\_qwq's solution](#)

**173.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[lmh\\_qwq's solution](#)

**174.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[lmh\\_qwq's solution](#)

**175.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[lmh\\_qwq's solution](#)

**176.**

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[lmh\\_qwq's solution](#)

**177.**

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[lmh\\_qwq's solution](#)

**178.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[lmh\\_qwq's solution](#)

**179.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[lmh\\_qwq's solution](#)

**180.**

1991F

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

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

[lmh\\_qwq's solution](#)

**181.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lmh\\_qwq's solution](#)

**182.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lmh\\_qwq's solution](#)

**183.**

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[lmh\\_qwq's solution](#)

**184.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lmh\\_qwq's solution](#)

**185.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[lmh\\_qwq's solution](#)

**186.**

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[lmh\\_qwq's solution](#)

**187.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[lmh\\_qwq's solution](#)

**188.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lmh\\_qwq's solution](#)

**189.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[lmh\\_qwq's solution](#)

**190.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[lmh\\_qwq's solution](#)

**191.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lmh\\_qwq's solution](#)

**192.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[lmh\\_qwq's solution](#)

**193.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[lmh\\_qwq's solution](#)

**194.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs,

math, probabilities, trees

[lmh\\_qwq's solution](#)

**195.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[lmh\\_qwq's solution](#)

**196.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-05-06 · last AC: 2024-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[lmh\\_qwq's solution](#)

**197.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lmh\\_qwq's solution](#)

**198.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[lmh\\_qwq's solution](#)

**199.**

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, matrices

[lmh\\_qwq's solution](#)

**200.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[lmh\\_qwq's solution](#)

**201.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[lmh\\_qwq's solution](#)

**202.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lmh\\_qwq's solution](#)

**203.**

1825D2

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

Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[lmh\\_qwq's solution](#)

**204.**

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures,

strings

[lmh\\_qwq's solution](#)

**205.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[lmh\\_qwq's solution](#)

**206.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lmh\\_qwq's solution](#)

**207.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[lmh\\_qwq's solution](#)

**208.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[lmh\\_qwq's solution](#)

**209.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[lmh\\_qwq's solution](#)

**210.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lmh\\_qwq's solution](#)

**211.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[lmh\\_qwq's solution](#)

**212.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[lmh\\_qwq's solution](#)

**213.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[lmh\\_qwq's solution](#)

**214.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

trees

[lmh\\_qwq's solution](#)

**215.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[lmh\\_qwq's solution](#)

**216.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lmh\\_qwq's solution](#)

**217.**

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

[lmh\\_qwq's solution](#)

**218.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[lmh\\_qwq's solution](#)

**219.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: strings

[lmh\\_qwq's solution](#)

**220.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[lmh\\_qwq's solution](#)

**221.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[lmh\\_qwq's solution](#)

**222.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**223.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[lmh\\_qwq's solution](#)

**224.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[lmh\\_qwq's solution](#)

**225.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities  
[lmh\\_qwq's solution](#)

**226.**

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers  
[lmh\\_qwq's solution](#)

**227.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[lmh\\_qwq's solution](#)

**228.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lmh\\_qwq's solution](#)

**229.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[lmh\\_qwq's solution](#)

**230.**

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[lmh\\_qwq's solution](#)

**231.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[lmh\\_qwq's solution](#)

**232.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[lmh\\_qwq's solution](#)

**233.**

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[lmh\\_qwq's solution](#)

**234.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[lmh\\_qwq's solution](#)

**235.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-17 · last AC: 2025-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[lmh\\_qwq's solution](#)

**236.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[lmh\\_qwq's solution](#)

**237.**

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[lmh\\_qwq's solution](#)

**238.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[lmh\\_qwq's solution](#)

**239.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lmh\\_qwq's solution](#)

**240.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[lmh\\_qwq's solution](#)

**241.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[lmh\\_qwq's solution](#)

**242.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[lmh\\_qwq's solution](#)

**243.**

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[lmh\\_qwq's solution](#)

**244.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[lmh\\_qwq's solution](#)

**245.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**246.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[lmh\\_qwq's solution](#)

**247.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**248.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[lmh\\_qwq's solution](#)

**249.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[lmh\\_qwq's solution](#)

**250.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[lmh\\_qwq's solution](#)

**251.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[lmh\\_qwq's solution](#)

**252.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[lmh\\_qwq's solution](#)

**253.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lmh\\_qwq's solution](#)

**254.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[lmh\\_qwq's solution](#)

**255.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[lmh\\_qwq's solution](#)

**256.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lmh\\_qwq's solution](#)

**257.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lmh\\_qwq's solution](#)

**258.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[lmh\\_qwq's solution](#)

**259.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lmh\\_qwq's solution](#)

**260.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lmh\\_qwq's solution](#)

**261.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[lmh\\_qwq's solution](#)

**262.**

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[lmh\\_qwq's solution](#)

**263.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[lmh\\_qwq's solution](#)

**264.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[lmh\\_qwq's solution](#)

**265.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[lmh\\_qwq's solution](#)

**266.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lmh\\_qwq's solution](#)

**267.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[lmh\\_qwq's solution](#)

**268.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**269.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[lmh\\_qwq's solution](#)

**270.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[lmh\\_qwq's solution](#)

**271.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[lmh\\_qwq's solution](#)

**272.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[lmh\\_qwq's solution](#)

**273.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory

[lmh\\_qwq's solution](#)

**274.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[lmh\\_qwq's solution](#)

**275.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[lmh\\_qwq's solution](#)

**276.**

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lmh\\_qwq's solution](#)

**277.**

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lmh\\_qwq's solution](#)

**278.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[lmh\\_qwq's solution](#)

**279.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[lmh\\_qwq's solution](#)

**280.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[lmh\\_qwq's solution](#)

**281.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[lmh\\_qwq's solution](#)

**282.**

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[lmh\\_qwq's solution](#)

**283.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[lmh\\_qwq's solution](#)

**284.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[lmh\\_qwq's solution](#)

**285.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[lmh\\_qwq's solution](#)

**286.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lmh\\_qwq's solution](#)

**287.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[lmh\\_qwq's solution](#)

**288.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[lmh\\_qwq's solution](#)

**289.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[lmh\\_qwq's solution](#)

**290.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[lmh\\_qwq's solution](#)

**291.**

319D

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

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[lmh\\_qwq's solution](#)

**292.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[lmh\\_qwq's solution](#)

**293.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lmh\\_qwq's solution](#)

**294.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[lmh\\_qwq's solution](#)

**295.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[lmh\\_qwq's solution](#)

**296.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[lmh\\_qwq's solution](#)

**297.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[lmh\\_qwq's solution](#)

**298.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lmh\\_qwq's solution](#)

**299.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[lmh\\_qwq's solution](#)

**300.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lmh\\_qwq's solution](#)

**301.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[lmh\\_qwq's solution](#)

**302.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[lmh\\_qwq's solution](#)

**303.**

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lmh\\_qwq's solution](#)

**304.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[lmh\\_qwq's solution](#)

**305.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[lmh\\_qwq's solution](#)

**306.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[lmh\\_qwq's solution](#)

**307.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[lmh\\_qwq's solution](#)

**308.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**309.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[lmh\\_qwq's solution](#)

**310.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lmh\\_qwq's solution](#)

**311.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[lmh\\_qwq's solution](#)

**312.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[lmh\\_qwq's solution](#)

**313.**

724E

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

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[lmh\\_qwq's solution](#)

**314.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[lmh\\_qwq's solution](#)

**315.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows

[lmh\\_qwq's solution](#)

**316.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures,

greedy

[lmh\\_qwq's solution](#)

**317.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[lmh\\_qwq's solution](#)

**318.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[lmh\\_qwq's solution](#)

**319.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[lmh\\_qwq's solution](#)

**320.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs

[lmh\\_qwq's solution](#)

**321.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lmh\\_qwq's solution](#)

**322.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[lmh\\_qwq's solution](#)

**323.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[lmh\\_qwq's solution](#)

**324.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[lmh\\_qwq's solution](#)

**325.**

2018F1

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

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[lmh\\_qwq's solution](#)

**326.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[lmh\\_qwq's solution](#)

**327.**

1738G

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

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[lmh\\_qwq's solution](#)

**328.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees  
[lmh\\_qwq's solution](#)

**329.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings  
[lmh\\_qwq's solution](#)

**330.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities  
[lmh\\_qwq's solution](#)

**331.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-12-21 · last AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings  
[lmh\\_qwq's solution](#)

**332.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings  
[lmh\\_qwq's solution](#)

**333.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths  
[lmh\\_qwq's solution](#)

**334.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-11 · last AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers  
[lmh\\_qwq's solution](#)

**335.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[lmh\\_qwq's solution](#)

**336.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[lmh\\_qwq's solution](#)

**337.**

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math  
[lmh\\_qwq's solution](#)

**338.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[lmh\\_qwq's solution](#)

**339.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[lmh\\_qwq's solution](#)

**340.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[lmh\\_qwq's solution](#)

**341.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lmh\\_qwq's solution](#)

**342.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...  
[lmh\\_qwq's solution](#)

**343.**

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings  
[lmh\\_qwq's solution](#)

**344.**

1218G

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

Quality: 163 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[lmh\\_qwq's solution](#)

**345.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[lmh\\_qwq's solution](#)

**346.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[lmh\\_qwq's solution](#)

**347.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[lmh\\_qwq's solution](#)

**348.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lmh\\_qwq's solution](#)

**349.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lmh\\_qwq's solution](#)

**350.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[lmh\\_qwq's solution](#)

**351.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[lmh\\_qwq's solution](#)

**352.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[lmh\\_qwq's solution](#)

**353.**

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[lmh\\_qwq's solution](#)

**354.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[lmh\\_qwq's solution](#)

**355.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[lmh\\_qwq's solution](#)

**356.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[lmh\\_qwq's solution](#)

**357.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[lmh\\_qwq's solution](#)

**358.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[lmh\\_qwq's solution](#)

**359.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[lmh\\_qwq's solution](#)

**360.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings  
[lmh\\_qwq's solution](#)

**361.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[lmh\\_qwq's solution](#)

**362.**

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers  
[lmh\\_qwq's solution](#)

**363.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees  
[lmh\\_qwq's solution](#)

**364.**

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers  
[lmh\\_qwq's solution](#)

**365.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy  
[lmh\\_qwq's solution](#)

**366.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[lmh\\_qwq's solution](#)

**367.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[lmh\\_qwq's solution](#)

**368.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy,

trees

[lmh\\_qwq's solution](#)

**369.**

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lmh\\_qwq's solution](#)

**370.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[lmh\\_qwq's solution](#)

**371.**

2018F3

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

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lmh\\_qwq's solution](#)

**372.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lmh\\_qwq's solution](#)

**373.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**374.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, interactive

[lmh\\_qwq's solution](#)

**375.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[lmh\\_qwq's solution](#)

**376.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[lmh\\_qwq's solution](#)

**377.**

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[lmh\\_qwq's solution](#)

**378.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[lmh\\_qwq's solution](#)

**379.**

1149E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[lmh\\_qwq's solution](#)

**380.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[lmh\\_qwq's solution](#)

**381.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lmh\\_qwq's solution](#)

**382.**

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[lmh\\_qwq's solution](#)

**383.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lmh\\_qwq's solution](#)

**384.**

2096H

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

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[lmh\\_qwq's solution](#)

**385.**

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[lmh\\_qwq's solution](#)

**386.**

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**387.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[lmh\\_qwq's solution](#)

**388.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**389.**

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[lmh\\_qwq's solution](#)

**390.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[lmh\\_qwq's solution](#)

**391.**

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lmh\\_qwq's solution](#)

**392.**

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

[lmh\\_qwq's solution](#)

**393.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[lmh\\_qwq's solution](#)

**394.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[lmh\\_qwq's solution](#)

**395.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[lmh\\_qwq's solution](#)

**396.**

2046F1

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

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lmh\\_qwq's solution](#)

**397.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[lmh\\_qwq's solution](#)

**398.**

1322E

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

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**399.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**400.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**401.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[lmh\\_qwq's solution](#)

**402.**

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[lmh\\_qwq's solution](#)

**403.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory  
[lmh\\_qwq's solution](#)

**404.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[lmh\\_qwq's solution](#)

**405.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[lmh\\_qwq's solution](#)

**406.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory  
[lmh\\_qwq's solution](#)

**407.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy  
[lmh\\_qwq's solution](#)

**408.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[lmh\\_qwq's solution](#)

**409.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math  
[lmh\\_qwq's solution](#)

**410.**

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, math  
[lmh\\_qwq's solution](#)

**411.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[lmh\\_qwq's solution](#)

**412.**

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees

[lmh\\_qwq's solution](#)

**413.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[lmh\\_qwq's solution](#)

**414.**

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[lmh\\_qwq's solution](#)

**415.**

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lmh\\_qwq's solution](#)

**416.**

936E

[Igea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[lmh\\_qwq's solution](#)

**417.**

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[lmh\\_qwq's solution](#)

**418.**

1844H

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

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[lmh\\_qwq's solution](#)

**419.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lmh\\_qwq's solution](#)

**420.**

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[lmh\\_qwq's solution](#)

**421.**

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[lmh\\_qwq's solution](#)

**422.**

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lmh\\_qwq's solution](#)

**423.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[lmh\\_qwq's solution](#)

**424.**

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[lmh\\_qwq's solution](#)

**425.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[lmh\\_qwq's solution](#)

**426.**

2215F

[Research](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3500 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: games

[lmh\\_qwq's solution](#)

**427.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[lmh\\_qwq's solution](#)

**428.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lmh\\_qwq's solution](#)

**429.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[lmh\\_qwq's solution](#)

**430.**

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[lmh\\_qwq's solution](#)

**431.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[lmh\\_qwq's solution](#)

**432.**

1237G

[Balanced Distribution](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lmh\\_qwq's solution](#)

**433.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lmh\\_qwq's solution](#)

**434.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[lmh\\_qwq's solution](#)

**435.**

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**436.**

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lmh\\_qwq's solution](#)

**437.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[lmh\\_qwq's solution](#)

**438.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[lmh\\_qwq's solution](#)

**439.**

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows

[lmh\\_qwq's solution](#)

**440.**

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[lmh\\_qwq's solution](#)

**441.**

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[lmh\\_qwq's solution](#)

**442.**

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lmh\\_qwq's solution](#)

**443.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings  
[lmh\\_qwq's solution](#)

**444.**

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[lmh\\_qwq's solution](#)

**445.**

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[lmh\\_qwq's solution](#)

**446.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lmh\\_qwq's solution](#)

**447.**

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[lmh\\_qwq's solution](#)

**448.**

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive

[lmh\\_qwq's solution](#)

**449.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lmh\\_qwq's solution](#)

**450.**

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

[lmh\\_qwq's solution](#)

**451.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[lmh\\_qwq's solution](#)

**452.**

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[lmh\\_qwq's solution](#)

**453.**

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, math

[lmh\\_qwq's solution](#)