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Unique solved — Inw143

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

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

Filters: none

Count: 343

- 1.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,574 global accepts · Rating: 800 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Inw143's solution](#)
- 2.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,869 global accepts · Rating: 800 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Inw143's solution](#)
- 3.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Inw143's solution](#)
- 4.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[Inw143's solution](#)
- 5.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[Inw143's solution](#)
- 6.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Inw143's solution](#)
- 7.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Inw143's solution](#)
- 8.**
2127A
[Mix Mex Max](#) · [Tutorial](#)
Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Inw143's solution](#)
- 9.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Inw143's solution](#)
- 10.**
2084A
[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Inw143's solution](#)

11.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Inw143's solution](#)

12.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Inw143's solution](#)

13.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Inw143's solution](#)

14.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Inw143's solution](#)

15.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,946 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Inw143's solution](#)

16.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,014 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Inw143's solution](#)

17.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[Inw143's solution](#)

18.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Inw143's solution](#)

19.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Inw143's solution](#)

20.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Inw143's solution](#)

21.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Inw143's solution](#)

22.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,734 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[Inw143's solution](#)

23.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Inw143's solution](#)

24.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Inw143's solution](#)

25.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[Inw143's solution](#)

26.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Inw143's solution](#)

27.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Inw143's solution](#)

28.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Inw143's solution](#)

29.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[Inw143's solution](#)

30.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Inw143's solution](#)

31.

2147B

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

Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Inw143's solution](#)

32.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Inw143's solution](#)

33.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[Inw143's solution](#)

34.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[Inw143's solution](#)

35.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Inw143's solution](#)

36.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Inw143's solution](#)

37.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Inw143's solution](#)

38.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,041 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings
[Inw143's solution](#)

39.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Inw143's solution](#)

40.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Inw143's solution](#)

41.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[Inw143's solution](#)

42.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Inw143's solution](#)

43.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Inw143's solution](#)

44.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[Inw143's solution](#)

45.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[Inw143's solution](#)

46.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[Inw143's solution](#)

47.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation
[Inw143's solution](#)

48.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[Inw143's solution](#)

49.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Inw143's solution](#)

50.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[Inw143's solution](#)

51.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-02-15 · last AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Inw143's solution](#)

52.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Inw143's solution](#)

53.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Inw143's solution](#)

54.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Inw143's solution](#)

55.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Inw143's solution](#)

56.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Inw143's solution](#)

57.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Inw143's solution](#)

58.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Inw143's solution](#)

59.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Inw143's solution](#)

60.

1981B

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

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Inw143's solution](#)

61.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Inw143's solution](#)

62.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Inw143's solution](#)

63.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Inw143's solution](#)

64.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Inw143's solution](#)

65.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Inw143's solution](#)

66.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Inw143's solution](#)

67.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Inw143's solution](#)

68.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Inw143's solution](#)

69.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Inw143's solution](#)

70.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Inw143's solution](#)

71.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Inw143's solution](#)

72.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Inw143's solution](#)

73.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Inw143's solution](#)

74.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[Inw143's solution](#)

75.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Inw143's solution](#)

76.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Inw143's solution](#)

77.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Inw143's solution](#)

78.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Inw143's solution](#)

79.

2196B

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

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Inw143's solution](#)

80.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Inw143's solution](#)

81.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Inw143's solution](#)

82.

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

[Inw143's solution](#)

83.

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

[Inw143's solution](#)

84.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Inw143's solution](#)

85.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Inw143's solution](#)

86.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Inw143's solution](#)

87.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2023-08-22 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Inw143's solution](#)

88.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Inw143's solution](#)

89.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Inw143's solution](#)

90.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Inw143's solution](#)

91.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Inw143's solution](#)

92.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Inw143's solution](#)

93.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Inw143's solution](#)

94.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Inw143's solution](#)

95.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Inw143's solution](#)

96.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Inw143's solution](#)

97.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Inw143's solution](#)

98.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Inw143's solution](#)

99.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Inw143's solution](#)

100.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Inw143's solution](#)

101.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Inw143's solution](#)

102.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[Inw143's solution](#)

103.

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[Inw143's solution](#)

104.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-02-15 · last AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Inw143's solution](#)

105.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers
[Inw143's solution](#)

106.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[Inw143's solution](#)

107.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[Inw143's solution](#)

108.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Inw143's solution](#)

109.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[Inw143's solution](#)

110.

1981C

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

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
[Inw143's solution](#)

111.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[Inw143's solution](#)

112.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings
[Inw143's solution](#)

113.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[Inw143's solution](#)

114.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[Inw143's solution](#)

115.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[Inw143's solution](#)

116.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, two pointers
[Inw143's solution](#)

117.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-11-29 · last AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[Inw143's solution](#)

118.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[Inw143's solution](#)

119.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[Inw143's solution](#)

120.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[Inw143's solution](#)

121.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[Inw143's solution](#)

122.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Inw143's solution](#)

123.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Inw143's solution](#)

124.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Inw143's solution](#)

125.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Inw143's solution](#)

126.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Inw143's solution](#)

127.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Inw143's solution](#)

128.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Inw143's solution](#)

129.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Inw143's solution](#)

130.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Inw143's solution](#)

131.

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

[Inw143's solution](#)

132.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Inw143's solution](#)

133.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Inw143's solution](#)

134.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[Inw143's solution](#)

135.

1944D

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

Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[Inw143's solution](#)

136.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Inw143's solution](#)

137.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Inw143's solution](#)

138.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Inw143's solution](#)

139.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Inw143's solution](#)

140.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Inw143's solution](#)

141.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, math

[Inw143's solution](#)

142.

2150C

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

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Inw143's solution](#)

143.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Inw143's solution](#)

144.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Inw143's solution](#)

145.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Inw143's solution](#)

146.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Inw143's solution](#)

147.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Inw143's solution](#)

148.

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

[Inw143's solution](#)

149.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Inw143's solution](#)

150.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Inw143's solution](#)

151.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Inw143's solution](#)

152.

1867E2

[Salyg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Inw143's solution](#)

153.

1415E

[New Game Plus! · Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Inw143's solution](#)

154.

2090F1

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

Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Inw143's solution](#)

155.

2045G

[X Aura · Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[Inw143's solution](#)

156.

1991F

[Triangle Formation · Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Inw143's solution](#)

157.

1765F

[Chemistry Lab · Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[Inw143's solution](#)

158.

429D

[Tricky Function · Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Inw143's solution](#)

159.

1946E

[Girl Permutation · Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Inw143's solution](#)

160.

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Inw143's solution](#)

161.

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Inw143's solution](#)

162.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Inw143's solution](#)

163.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Inw143's solution](#)

164.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2025-08-26 · last AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[Inw143's solution](#)

165.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Inw143's solution](#)

166.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Inw143's solution](#)

167.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Inw143's solution](#)

168.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Inw143's solution](#)

169.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Inw143's solution](#)

170.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Inw143's solution](#)

171.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Inw143's solution](#)

172.

2090E2

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

Quality: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Inw143's solution](#)

173.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[Inw143's solution](#)

174.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Inw143's solution](#)

175.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Inw143's solution](#)

176.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Inw143's solution](#)

177.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Inw143's solution](#)

178.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Inw143's solution](#)

179.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Inw143's solution](#)

180.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Inw143's solution](#)

181.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Inw143's solution](#)

182.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Inw143's solution](#)

183.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Inw143's solution](#)

184.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Inw143's solution](#)

185.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Inw143's solution](#)

186.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Inw143's solution](#)

187.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Inw143's solution](#)

188.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Inw143's solution](#)

189.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Inw143's solution](#)

190.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Inw143's solution](#)

191.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Inw143's solution](#)

192.

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

[Inw143's solution](#)

193.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[Inw143's solution](#)

194.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[Inw143's solution](#)

195.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Inw143's solution](#)

196.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Inw143's solution](#)

197.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Inw143's solution](#)

198.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Inw143's solution](#)

199.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Inw143's solution](#)

200.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Inw143's solution](#)

201.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Inw143's solution](#)

202.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Inw143's solution](#)

203.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Inw143's solution](#)

204.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Inw143's solution](#)

205.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Inw143's solution](#)

206.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Inw143's solution](#)

207.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Inw143's solution](#)

208.

437E

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2025-03-29 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Inw143's solution](#)

209.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[Inw143's solution](#)

210.

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

[Inw143's solution](#)

211.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Inw143's solution](#)

212.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Inw143's solution](#)

213.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Inw143's solution](#)

214.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Inw143's solution](#)

215.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Inw143's solution](#)

216.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Inw143's solution](#)

217.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Inw143's solution](#)

218.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, trees

[Inw143's solution](#)

219.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[Inw143's solution](#)

220.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Inw143's solution](#)

221.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Inw143's solution](#)

222.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Inw143's solution](#)

223.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees
[Inw143's solution](#)

224.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[Inw143's solution](#)

225.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Inw143's solution](#)

226.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[Inw143's solution](#)

227.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[Inw143's solution](#)

228.

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
[Inw143's solution](#)

229.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Inw143's solution](#)

230.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Inw143's solution](#)

231.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths
[Inw143's solution](#)

232.

896C

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

Quality: 4,436 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[Inw143's solution](#)

233.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[Inw143's solution](#)

234.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[Inw143's solution](#)

235.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[Inw143's solution](#)

236.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Inw143's solution](#)

237.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[Inw143's solution](#)

238.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[Inw143's solution](#)

239.

2115C

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

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[Inw143's solution](#)

240.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[Inw143's solution](#)

241.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[Inw143's solution](#)

242.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Inw143's solution](#)

243.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Inw143's solution](#)

244.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Inw143's solution](#)

245.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-08-25 · last AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Inw143's solution](#)

246.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Inw143's solution](#)

247.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[Inw143's solution](#)

248.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Inw143's solution](#)

249.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Inw143's solution](#)

250.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Inw143's solution](#)

251.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Inw143's solution](#)

252.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[Inw143's solution](#)

253.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[Inw143's solution](#)

254.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Inw143's solution](#)

255.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[Inw143's solution](#)

256.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
[Inw143's solution](#)

257.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[Inw143's solution](#)

258.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[Inw143's solution](#)

259.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[Inw143's solution](#)

260.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[Inw143's solution](#)

261.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Inw143's solution](#)

262.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Inw143's solution](#)

263.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Inw143's solution](#)

264.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Inw143's solution](#)

265.

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Inw143's solution](#)

266.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Inw143's solution](#)

267.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Inw143's solution](#)

268.

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

[Inw143's solution](#)

269.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[Inw143's solution](#)

270.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Inw143's solution](#)

271.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-04-03 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Inw143's solution](#)

272.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[Inw143's solution](#)

273.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[Inw143's solution](#)

274.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[Inw143's solution](#)

275.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Inw143's solution](#)

276.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Inw143's solution](#)

277.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Inw143's solution](#)

278.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Inw143's solution](#)

279.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Inw143's solution](#)

280.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2024-06-15 · last AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Inw143's solution](#)

281.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Inw143's solution](#)

282.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Inw143's solution](#)

283.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[Inw143's solution](#)

284.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[Inw143's solution](#)

285.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy
[Inw143's solution](#)

286.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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287.

2006E

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Quality: 318 global accepts · Rating: 3100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
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288.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
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289.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
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290.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[Inw143's solution](#)

291.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[Inw143's solution](#)

292.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
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293.

2124G

[Maximise Sum · Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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294.

924F

[Minimal Subset Difference · Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp
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295.

1037H

[Security · Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[Inw143's solution](#)

296.

1519F

[Chests and Keys · Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
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297.

1267H

[Help BerLine · Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Inw143's solution](#)

298.

1446F

[Line Distance · Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry
[Inw143's solution](#)

299.

2190G

[Maximize Determinant · Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[Inw143's solution](#)

300.

1610G

[AmShZ Wins a Bet · Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing
[Inw143's solution](#)

301.

2164G

[Pointless Machine · Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, trees
[Inw143's solution](#)

302.

1060H

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

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Inw143's solution](#)

303.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[Inw143's solution](#)

304.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Inw143's solution](#)

305.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Inw143's solution](#)

306.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry
[Inw143's solution](#)

307.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Inw143's solution](#)

308.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[Inw143's solution](#)

309.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[Inw143's solution](#)

310.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, trees
[Inw143's solution](#)

311.

1889E

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

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Inw143's solution](#)

312.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Inw143's solution](#)

313.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[Inw143's solution](#)

314.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Inw143's solution](#)

315.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Inw143's solution](#)

316.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math, trees

[Inw143's solution](#)

317.

2147H

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

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Inw143's solution](#)

318.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Inw143's solution](#)

319.

2159F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[Inw143's solution](#)

320.

2159E

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

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[Inw143's solution](#)

321.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules

[Inw143's solution](#)

322.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Inw143's solution](#)

323.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Inw143's solution](#)

324.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[Inw143's solution](#)

325.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Inw143's solution](#)

326.

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\)](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Inw143's solution](#)

327.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, trees

[Inw143's solution](#)

328.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Inw143's solution](#)

329.

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

[Inw143's solution](#)

330.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Inw143's solution](#)

331.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

332.

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · last AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inw143's solution](#)

333.

105631M

[Make SYSU Great Again 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

334.

104128L

[Proposition Composition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Inw143's solution](#)

335.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

336.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

337.

105384K

[Knocker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

338.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Inw143's solution](#)

339.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

340.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Inw143's solution](#)

341.

1952D

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

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-03 · PHP (first AC) · Tags: *special, implementation

[Inw143's solution](#)

342.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-03 · Python 3 (first AC) · Tags: *special, strings

[Inw143's solution](#)

343.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-03 · Python 3 (first AC) · Tags: *special, strings

[Inw143's solution](#)