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Unique solved — love_seeker

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

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

Filters: [none](#)

Count: 243

- 1.**
2211A
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Quality: 16,077 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)
[love_seeker's solution](#)
- 2.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)
[love_seeker's solution](#)
- 3.**
2064A
[Brogramming Contest](#) · [Tutorial](#)
Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)
[love_seeker's solution](#)
- 4.**
1316A
[Grade Allocation](#) · [Tutorial](#)
Quality: 19,646 global accepts · Rating: 800 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)
[love_seeker's solution](#)
- 5.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)
[love_seeker's solution](#)
- 6.**
2146A
[Equal Occurrences](#) · [Tutorial](#)
Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)
[love_seeker's solution](#)
- 7.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[love_seeker's solution](#)
- 8.**
2143A
[All Lengths Subtraction](#) · [Tutorial](#)
Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [two pointers](#)
[love_seeker's solution](#)
- 9.**
2110A
[Fashionable Array](#) · [Tutorial](#)
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- 10.**
1898A
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11.

1870A

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12.

1872A

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13.

1861A

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14.

1849A

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15.

1675A

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16.

1674B

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17.

1674A

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18.

1672B

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19.

1672A

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20.

1671A

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21.

1669C

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22.

1669B

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23.

1669A

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24.

1668A

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25.

1661A

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26.

1665A

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27.

1660B

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28.

1660A

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29.

1658B

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30.

1658A

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31.

1656A

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32.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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33.

1657A

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34.

1651B

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35.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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36.

2110B

[Down with Brackets](#) · [Tutorial](#)

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37.

1872B

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38.

1675B

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39.

1668B

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40.

1665B

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41.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[love_seeker's solution](#)

42.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,915 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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43.

1861B

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Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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44.

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
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45.

1671B

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46.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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47.

2211B

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

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48.

2146B

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[love_seeker's solution](#)

49.

1872C

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[love_seeker's solution](#)

50.

1863C

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Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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51.

1702C

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52.

1676E

[Eating Queries](#) · [Tutorial](#)

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[love_seeker's solution](#)

53.

1675C

[Detective Task](#) · [Tutorial](#)

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[love_seeker's solution](#)

54.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[love_seeker's solution](#)

55.

1669F

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Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[love_seeker's solution](#)

56.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[love_seeker's solution](#)

57.

1870B

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[love_seeker's solution](#)

58.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

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59.

1674D

[A-B-C Sort](#) · [Tutorial](#)

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60.

1671C

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61.

1669G

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62.

1520D

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63.

1656C

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

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number theory, sortings

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64.

2211C1

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

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[love_seeker's solution](#)

65.

2064C

[Remove the Ends](#) · [Tutorial](#)

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[love_seeker's solution](#)

66.

2146C

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[love_seeker's solution](#)

67.

2143C

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[love_seeker's solution](#)

68.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[love_seeker's solution](#)

69.

1675D

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70.

1659B

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71.

893C

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Quality: 28,270 global accepts · Rating: 1300 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

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72.

1661B

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73.

1365B

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Quality: 28,845 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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74.

276B

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75.

450B

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76.

1294C

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77.

1360D

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78.

1649B

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79.

2066A

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80.

1316B

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81.

2157C

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[love_seeker's solution](#)

82.

2110C

[Racing](#) · [Tutorial](#)

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[love_seeker's solution](#)

83.

1863D

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84.

1425F

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85.

679A

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86.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

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87.

1201C

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Quality: 33,240 global accepts · Rating: 1400 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
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88.

1324D

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89.

1526B

[I Hate 1111](#) · [Tutorial](#)

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90.

479C

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91.

2146D1

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92.

2147C

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Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
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93.

2109C1

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

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94.

1898B

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

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95.

1872E

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96.

1417C

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97.

1385D

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[love_seeker's solution](#)

98.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[love_seeker's solution](#)

99.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices
[love_seeker's solution](#)

100.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[love_seeker's solution](#)

101.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
[love_seeker's solution](#)

102.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[love_seeker's solution](#)

103.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[love_seeker's solution](#)

104.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[love_seeker's solution](#)

105.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[love_seeker's solution](#)

106.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[love_seeker's solution](#)

107.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[love_seeker's solution](#)

108.

2157D

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

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[love_seeker's solution](#)

109.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[love_seeker's solution](#)

110.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[love_seeker's solution](#)

111.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: probabilities
[love_seeker's solution](#)

112.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, math
[love_seeker's solution](#)

113.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[love_seeker's solution](#)

114.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers
[love_seeker's solution](#)

115.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,505 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force
[love_seeker's solution](#)

116.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[love_seeker's solution](#)

117.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[love_seeker's solution](#)

118.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[love_seeker's solution](#)

119.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[love_seeker's solution](#)

120.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[love_seeker's solution](#)

121.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[love_seeker's solution](#)

122.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[love_seeker's solution](#)

123.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[love_seeker's solution](#)

124.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[love_seeker's solution](#)

125.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[love_seeker's solution](#)

126.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[love_seeker's solution](#)

127.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,571 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[love_seeker's solution](#)

128.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,143 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[love_seeker's solution](#)

129.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[love_seeker's solution](#)

130.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[love_seeker's solution](#)

131.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,395 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[love_seeker's solution](#)

132.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[love_seeker's solution](#)

133.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[love_seeker's solution](#)

134.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[love_seeker's solution](#)

135.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[love_seeker's solution](#)

136.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[love_seeker's solution](#)

137.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[love_seeker's solution](#)

138.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[love_seeker's solution](#)

139.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[love_seeker's solution](#)

140.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[love_seeker's solution](#)

141.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[love_seeker's solution](#)

142.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 1900 · first AC: 2022-03-13 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[love_seeker's solution](#)

143.

2215B

[RReppettiittiioonn](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[love_seeker's solution](#)

144.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[love_seeker's solution](#)

145.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[love_seeker's solution](#)

146.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[love_seeker's solution](#)

147.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[love_seeker's solution](#)

148.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[love_seeker's solution](#)

149.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[love_seeker's solution](#)

150.

1674E

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

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[love_seeker's solution](#)

151.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[love_seeker's solution](#)

152.

2207E1

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

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[love_seeker's solution](#)

153.

322E

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

Rating: 2100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer

[love_seeker's solution](#)

154.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[love_seeker's solution](#)

155.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
[love_seeker's solution](#)

156.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[love_seeker's solution](#)

157.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[love_seeker's solution](#)

158.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[love_seeker's solution](#)

159.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math
[love_seeker's solution](#)

160.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[love_seeker's solution](#)

161.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[love_seeker's solution](#)

162.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[love_seeker's solution](#)

163.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[love_seeker's solution](#)

164.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[love_seeker's solution](#)

165.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[love_seeker's solution](#)

166.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[love_seeker's solution](#)

167.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[love_seeker's solution](#)

168.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[love_seeker's solution](#)

169.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[love_seeker's solution](#)

170.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[love_seeker's solution](#)

171.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[love_seeker's solution](#)

172.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[love_seeker's solution](#)

173.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[love_seeker's solution](#)

174.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[love_seeker's solution](#)

175.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[love_seeker's solution](#)

176.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[love_seeker's solution](#)

177.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[love_seeker's solution](#)

178.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[love_seeker's solution](#)

179.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[love_seeker's solution](#)

180.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[love_seeker's solution](#)

181.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[love_seeker's solution](#)

182.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[love_seeker's solution](#)

183.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive,

math, number theory, trees

[love_seeker's solution](#)

184.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[love_seeker's solution](#)

185.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[love_seeker's solution](#)

186.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[love_seeker's solution](#)

187.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[love_seeker's solution](#)

188.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[love_seeker's solution](#)

189.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[love_seeker's solution](#)

190.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[love_seeker's solution](#)

191.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[love_seeker's solution](#)

192.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[love_seeker's solution](#)

193.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[love_seeker's solution](#)

194.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[love_seeker's solution](#)

195.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[love_seeker's solution](#)

196.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[love_seeker's solution](#)

197.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[love_seeker's solution](#)

198.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[love_seeker's solution](#)

199.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[love_seeker's solution](#)

200.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[love_seeker's solution](#)

201.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[love_seeker's solution](#)

202.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[love_seeker's solution](#)

203.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[love_seeker's solution](#)

204.

2097E

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

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[love_seeker's solution](#)

205.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[love_seeker's solution](#)

206.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[love_seeker's solution](#)

207.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[love_seeker's solution](#)

208.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[love_seeker's solution](#)

209.

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[love_seeker's solution](#)

210.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[love_seeker's solution](#)

211.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[love_seeker's solution](#)

212.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[love_seeker's solution](#)

213.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[love_seeker's solution](#)

214.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[love_seeker's solution](#)

215.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[love_seeker's solution](#)

216.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,993 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[love_seeker's solution](#)

217.

105733H

[Chia dãy nh Ề phân](#) [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[love_seeker's solution](#)

218.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

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

[love_seeker's solution](#)

219.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[love_seeker's solution](#)

220.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[love_seeker's solution](#)

221.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[love_seeker's solution](#)

222.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[love_seeker's solution](#)

223.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

224.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

225.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

226.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

227.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

228.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

229.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

230.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

231.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

232.

106084F

[Fruitful Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

233.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[love_seeker's solution](#)

234.

106084D

[Palindromic Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[love_seeker's solution](#)

235.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[love_seeker's solution](#)

236.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[love_seeker's solution](#)

237.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[love_seeker's solution](#)

238.

103536A

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[love_seeker's solution](#)

239.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[love_seeker's solution](#)

240.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-03 · Text (first AC) · Tags: *special, constructive algorithms

[love_seeker's solution](#)

241.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2022-04-02 · Python 3 (first AC) · Tags: *special

[love_seeker's solution](#)

242.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[love_seeker's solution](#)

243.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[love_seeker's solution](#)