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2211A

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2204A

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9.

2205B

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1669B

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Quality: 55,556 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[lucris solution](#)

105.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lucris solution](#)

106.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lucris solution](#)

107.

1665A

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Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lucris solution](#)

108.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[lucris solution](#)

109.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[lucris solution](#)

110.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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111.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lucris solution](#)

112.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
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113.

1549B

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Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
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114.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: math, number theory
[lucris solution](#)

115.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings
[lucris solution](#)

116.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory
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117.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[lucris solution](#)

118.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[lucris solution](#)

119.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[lucris solution](#)

120.

1529A

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Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[lucris solution](#)

121.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: brute force, math

[lucris solution](#)

122.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lucris solution](#)

123.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[lucris solution](#)

124.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lucris solution](#)

125.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[lucris solution](#)

126.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lucris solution](#)

127.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lucris solution](#)

128.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[lucris solution](#)

129.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lucris solution](#)

130.

977B

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Quality: 49,799 global accepts · Rating: 900 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lucris solution](#)

131.

1855B

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Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[lucris solution](#)

132.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[lucris solution](#)

133.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lucris solution](#)

134.

1726A

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Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lucris solution](#)

135.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lucris solution](#)

136.

1720A

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Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lucris solution](#)

137.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
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138.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lucris solution](#)

139.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[lucris solution](#)

140.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lucris solution](#)

141.

1665B

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Quality: 32,912 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lucris solution](#)

142.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lucris solution](#)

143.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lucris solution](#)

144.

1555A

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Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[lucris solution](#)

145.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[lucris solution](#)

146.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[lucris solution](#)

147.

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[lucris solution](#)

148.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[lucris solution](#)

149.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[lucris solution](#)

150.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
[lucris solution](#)

151.

2164B

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Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[lucris solution](#)

152.

1249B1

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Quality: 22,293 global accepts · Rating: 1000 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[lucris solution](#)

153.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[lucris solution](#)

154.

322A

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Quality: 8,944 global accepts · Rating: 1000 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lucris solution](#)

155.

1840C

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Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
[lucris solution](#)

156.

1834B

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Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lucris solution](#)

157.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lucris solution](#)

158.

1844B

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159.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lucris solution](#)

160.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[lucris solution](#)

161.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lucris solution](#)

162.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lucris solution](#)

163.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[lucris solution](#)

164.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lucris solution](#)

165.

1715B

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Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lucris solution](#)

166.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[lucris solution](#)

167.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[lucris solution](#)

168.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[lucris solution](#)

169.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · last AC: 2022-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[lucris solution](#)

170.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[lucris solution](#)

171.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lucris solution](#)

172.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[lucris solution](#)

173.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[lucris solution](#)

174.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: math

[lucris solution](#)

175.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math

[lucris solution](#)

176.

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[lucris solution](#)

177.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[lucris solution](#)

178.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,695 global accepts · Rating: 1100 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[lucris solution](#)

179.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lucris solution](#)

180.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lucris solution](#)

181.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[lucris solution](#)

182.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lucris solution](#)

183.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lucris solution](#)

184.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lucris solution](#)

185.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[lucris solution](#)

186.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[lucris solution](#)

187.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lucris solution](#)

188.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[lucris solution](#)

189.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[lucris solution](#)

190.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lucris solution](#)

191.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lucris solution](#)

192.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[lucris solution](#)

193.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[lucris solution](#)

194.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lucris solution](#)

195.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lucris solution](#)

196.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lucris solution](#)

197.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[lucris solution](#)

198.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[lucris solution](#)

199.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lucris solution](#)

200.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[lucris solution](#)

201.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[lucris solution](#)

202.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lucris solution](#)

203.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[lucris solution](#)

204.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lucris solution](#)

205.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lucris solution](#)

206.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[lucris solution](#)

207.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[lucris solution](#)

208.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[lucris solution](#)

209.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[lucris solution](#)

210.

2196A

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

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lucris solution](#)

211.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[lucris solution](#)

212.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[lucris solution](#)

213.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[lucris solution](#)

214.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[lucris solution](#)

215.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[lucris solution](#)

216.

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[lucris solution](#)

217.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lucris solution](#)

218.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lucris solution](#)

219.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lucris solution](#)

220.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[lucris solution](#)

221.

1872D

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

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[lucris solution](#)

222.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lucris solution](#)

223.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[lucris solution](#)

224.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[lucris solution](#)

225.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[lucris solution](#)

226.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lucris solution](#)

227.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[lucris solution](#)

228.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[lucris solution](#)

229.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[lucris solution](#)

230.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lucris solution](#)

231.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[lucris solution](#)

232.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lucris solution](#)

233.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[lucris solution](#)

234.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[lucris solution](#)

235.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lucris solution](#)

236.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lucris solution](#)

237.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

238.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lucris solution](#)

239.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lucris solution](#)

240.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[lucris solution](#)

241.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[lucris solution](#)

242.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[lucris solution](#)

243.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms

[lucris solution](#)

244.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lucris solution](#)

245.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lucris solution](#)

246.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[lucris solution](#)

247.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[lucris solution](#)

248.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[lucris solution](#)

249.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lucris solution](#)

250.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[lucris solution](#)

251.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[lucris solution](#)

252.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,115 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lucris solution](#)

253.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[lucris solution](#)

254.

2201A1

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

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lucris solution](#)

255.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[lucris solution](#)

256.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,904 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[lucris solution](#)

257.

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lucris solution](#)

258.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[lucris solution](#)

259.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lucris solution](#)

260.

2129A

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

Quality: 16,663 global accepts · Rating: 1300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[lucris solution](#)

261.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

262.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lucris solution](#)

263.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[lucris solution](#)

264.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[lucris solution](#)

265.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[lucris solution](#)

266.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lucris solution](#)

267.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[lucris solution](#)

268.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[lucris solution](#)

269.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lucris solution](#)

270.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[lucris solution](#)

271.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[lucris solution](#)

272.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lucris solution](#)

273.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lucris solution](#)

274.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[lucris solution](#)

275.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lucris solution](#)

276.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lucris solution](#)

277.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · last AC: 2022-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[lucris solution](#)

278.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lucris solution](#)

279.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lucris solution](#)

280.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lucris solution](#)

281.

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lucris solution](#)

282.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[lucris solution](#)

283.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics

[lucris solution](#)

284.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[lucris solution](#)

285.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[lucris solution](#)

286.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[lucris solution](#)

287.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[lucris solution](#)

288.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[lucris solution](#)

289.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[lucris solution](#)

290.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[lucris solution](#)

291.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[lucris solution](#)

292.

2190B1

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

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[lucris solution](#)

293.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lucris solution](#)

294.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[lucris solution](#)

295.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lucris solution](#)

296.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lucris solution](#)

297.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lucris solution](#)

298.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[lucris solution](#)

299.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lucris solution](#)

300.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[lucris solution](#)

301.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lucris solution](#)

302.

1855C1

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

Rating: 1400 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lucris solution](#)

303.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[lucris solution](#)

304.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

305.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lucris solution](#)

306.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lucris solution](#)

307.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[lucris solution](#)

308.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[lucris solution](#)

309.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[lucris solution](#)

310.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[lucris solution](#)

311.

1714E

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Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lucris solution](#)

312.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[lucris solution](#)

313.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[lucris solution](#)

314.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[lucris solution](#)

315.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[lucris solution](#)

316.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
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317.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[lucris solution](#)

318.

1245C

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Quality: 19,875 global accepts · Rating: 1400 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lucris solution](#)

319.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lucris solution](#)

320.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[lucris solution](#)

321.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[lucris solution](#)

322.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy
[lucris solution](#)

323.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures
[lucris solution](#)

324.

2183D1

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

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[lucris solution](#)

325.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[lucris solution](#)

326.

1084C

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

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2022-11-19 · last AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[lucris solution](#)

327.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[lucris solution](#)

328.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[lucris solution](#)

329.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[lucris solution](#)

330.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lucris solution](#)

331.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[lucris solution](#)

332.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[lucris solution](#)

333.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[lucris solution](#)

334.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lucris solution](#)

335.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[lucris solution](#)

336.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lucris solution](#)

337.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[lucris solution](#)

338.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lucris solution](#)

339.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[lucris solution](#)

340.

1676H2

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

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[lucris solution](#)

341.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[lucris solution](#)

342.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[lucris solution](#)

343.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[lucris solution](#)

344.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[lucris solution](#)

345.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: hashing, implementation

[lucris solution](#)

346.

2207C

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

Quality: 5,456 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[lucris solution](#)

347.

2207B

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

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[lucris solution](#)

348.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, number theory

[lucris solution](#)

349.

2196B

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

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[lucris solution](#)

350.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,861 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lucris solution](#)

351.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[lucris solution](#)

352.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lucris solution](#)

353.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[lucris solution](#)

354.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[lucris solution](#)

355.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[lucris solution](#)

356.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lucir's solution](#)

357.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[lucir's solution](#)

358.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lucir's solution](#)

359.

1840E

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

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[lucir's solution](#)

360.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[lucir's solution](#)

361.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[lucir's solution](#)

362.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[lucir's solution](#)

363.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[lucir's solution](#)

364.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[lucir's solution](#)

365.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[lucir's solution](#)

366.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[lucris solution](#)

367.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lucris solution](#)

368.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[lucris solution](#)

369.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[lucris solution](#)

370.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[lucris solution](#)

371.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lucris solution](#)

372.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[lucris solution](#)

373.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lucris solution](#)

374.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[lucris solution](#)

375.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lucris solution](#)

376.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lucris solution](#)

377.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings
[lucris solution](#)

378.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: implementation, math
[lucris solution](#)

379.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: math, number theory
[lucris solution](#)

380.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[lucris solution](#)

381.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[lucris solution](#)

382.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[lucris solution](#)

383.

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lucris solution](#)

384.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[lucris solution](#)

385.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lucris solution](#)

386.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, implementation

[lucris solution](#)

387.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lucris solution](#)

388.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[lucris solution](#)

389.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[lucris solution](#)

390.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[lucris solution](#)

391.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[lucris solution](#)

392.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · last AC: 2023-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

393.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[lucris solution](#)

394.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[lucris solution](#)

395.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[lucris solution](#)

396.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[lucris solution](#)

397.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[lucris solution](#)

398.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[lucris solution](#)

399.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[lucris solution](#)

400.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lucris solution](#)

401.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[lucris solution](#)

402.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[lucris solution](#)

403.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[lucris solution](#)

404.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[lucris solution](#)

405.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[lucris solution](#)

406.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[lucris solution](#)

407.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[lucris solution](#)

408.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[lucris solution](#)

409.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

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410.

1462E2

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411.

1699C

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Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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412.

1529D

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Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lucris solution](#)

413.

1694D

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[lucris solution](#)

414.

1693B

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415.

1687B

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[lucris solution](#)

416.

1677B

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417.

1658C

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Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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418.

427C

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Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers
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419.

4D

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420.

2211C2

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421.

2204E

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422.

2208D1

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423.

2192D

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Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
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424.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
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425.

1740E

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Quality: 5,077 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[lucris solution](#)

426.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[lucris solution](#)

427.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[lucris solution](#)

428.

2143D1

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

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[lucris solution](#)

429.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[lucris solution](#)

430.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[lucris solution](#)

431.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lucris solution](#)

432.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[lucris solution](#)

433.

2025D

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Quality: 7,880 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[lucris solution](#)

434.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[lucris solution](#)

435.

1872F

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Quality: 7,538 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[lucris solution](#)

436.

1862F

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Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[lucris solution](#)

437.

1462F

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Quality: 8,539 global accepts · Rating: 1800 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[lucris solution](#)

438.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lucris solution](#)

439.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[lucris solution](#)

440.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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441.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[lucris solution](#)

442.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math
[lucris solution](#)

443.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[lucris solution](#)

444.

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[lucris solution](#)

445.

1853D

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Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[lucris solution](#)

446.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[lucris solution](#)

447.

1556D

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Quality: 8,601 global accepts · Rating: 1800 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lucris solution](#)

448.

1768D

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Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lucris solution](#)

449.

1691D

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Quality: 7,489 global accepts · Rating: 1800 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[lucris solution](#)

450.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[lucris solution](#)

451.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[lucris solution](#)

452.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[lucris solution](#)

453.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[lucris solution](#)

454.

161D

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Quality: 19,186 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lucris solution](#)

455.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[lucris solution](#)

456.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[lucris solution](#)

457.

1729E

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Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[lucris solution](#)

458.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[lucris solution](#)

459.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[lucris solution](#)

460.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[lucris solution](#)

461.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lucris solution](#)

462.

1709C

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Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lucris solution](#)

463.

1713D

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Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[lucris solution](#)

464.

1549D

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Rating: 1800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[lucris solution](#)

465.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 1800 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[lucris solution](#)

466.

2211D

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[lucris solution](#)

467.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[lucris solution](#)

468.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[lucris solution](#)

469.

1313C2

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Quality: 7,290 global accepts · Rating: 1900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[lucris solution](#)

470.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[lucris solution](#)

471.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lucris solution](#)

472.

2180C

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[lucris solution](#)

473.

2180D

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Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[lucris solution](#)

474.

2173D

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[lucris solution](#)

475.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lucris solution](#)

476.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[lucris solution](#)

477.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lucris solution](#)

478.

321B

[Ciel and Duel](#) · [Tutorial](#)

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[lucris solution](#)

479.

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, two pointers

[lucris solution](#)

480.

1855C2

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

Rating: 1900 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

481.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[lucris solution](#)

482.

1846G

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Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[lucris solution](#)

483.

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lucris solution](#)

484.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lucris solution](#)

485.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[lucris solution](#)

486.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[lucris solution](#)

487.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[lucris solution](#)

488.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[lucris solution](#)

489.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[lucris solution](#)

490.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[lucris solution](#)

491.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lucris solution](#)

492.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lucris solution](#)

493.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[lucris solution](#)

494.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[lucris solution](#)

495.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lucris solution](#)

496.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lucris solution](#)

497.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[lucris solution](#)

498.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[lucris solution](#)

499.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[lucris solution](#)

500.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[lucris solution](#)

501.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lucris solution](#)

502.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lucris solution](#)

503.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[lucris solution](#)

504.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lucris solution](#)

505.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[lucris solution](#)

506.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[lucris solution](#)

507.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[lucris solution](#)

508.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[lucris solution](#)

509.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[lucris solution](#)

510.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[lucris solution](#)

511.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lucris solution](#)

512.

2129C2

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

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lucris solution](#)

513.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[lucris solution](#)

514.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lucris solution](#)

515.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[lucris solution](#)

516.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[lucris solution](#)

517.

1872G

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

Quality: 5,033 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[lucris solution](#)

518.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[lucris solution](#)

519.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
[lucris solution](#)

520.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[lucris solution](#)

521.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[lucris solution](#)

522.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[lucris solution](#)

523.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[lucris solution](#)

524.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[lucris solution](#)

525.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[lucris solution](#)

526.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive
[lucris solution](#)

527.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[lucris solution](#)

528.

1719E

[Fibonacci Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, number theory

[lucris solution](#)

529.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[lucris solution](#)

530.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lucris solution](#)

531.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[lucris solution](#)

532.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lucris solution](#)

533.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lucris solution](#)

534.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lucris solution](#)

535.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[lucris solution](#)

536.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[lucris solution](#)

537.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lucris solution](#)

538.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
[lucris solution](#)

539.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[lucris solution](#)

540.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy
[lucris solution](#)

541.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[lucris solution](#)

542.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[lucris solution](#)

543.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[lucris solution](#)

544.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[lucris solution](#)

545.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[lucris solution](#)

546.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[lucris solution](#)

547.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[lucris solution](#)

548.

322E

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

Rating: 2100 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[lucris solution](#)

549.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[lucris solution](#)

550.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[lucris solution](#)

551.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[lucris solution](#)

552.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[lucris solution](#)

553.

1668D

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

Rating: 2100 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lucris solution](#)

554.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lucris solution](#)

555.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[lucris solution](#)

556.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[lucris solution](#)

557.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[lucris solution](#)

558.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[lucris solution](#)

559.

2207D

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

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[lucris solution](#)

560.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lucris solution](#)

561.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[lucris solution](#)

562.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[lucris solution](#)

563.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[lucris solution](#)

564.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[lucris solution](#)

565.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lucris solution](#)

566.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[lucris solution](#)

567.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[lucris solution](#)

568.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[lucris solution](#)

569.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[lucris solution](#)

570.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[lucris solution](#)

571.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[lucris solution](#)

572.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[lucris solution](#)

573.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[lucris solution](#)

574.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[lucris solution](#)

575.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[lucris solution](#)

576.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[lucris solution](#)

577.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[lucris solution](#)

578.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[lucris solution](#)

579.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[lucris solution](#)

580.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lucris solution](#)

581.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[lucris solution](#)

582.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[lucris solution](#)

583.

2129C3

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

Quality: 1,665 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[lucris solution](#)

584.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[lucris solution](#)

585.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[lucris solution](#)

586.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[lucris solution](#)

587.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[lucris solution](#)

588.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[lucris solution](#)

589.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[lucris solution](#)

590.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[lucris solution](#)

591.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[lucris solution](#)

592.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[lucris solution](#)

593.

714E

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, sortings

[lucris solution](#)

594.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[lucris solution](#)

595.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[lucris solution](#)

596.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[lucris solution](#)

597.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[lucris solution](#)

598.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[lucris solution](#)

599.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[lucris solution](#)

600.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lucris solution](#)

601.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[lucris solution](#)

602.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[lucris solution](#)

603.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

604.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[lucris solution](#)

605.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[lucris solution](#)

606.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[lucris solution](#)

607.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[lucris solution](#)

608.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[lucris solution](#)

609.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[lucris solution](#)

610.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-21 · last AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lucris solution](#)

611.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[lucris solution](#)

612.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[lucris solution](#)

613.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[lucris solution](#)

614.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[lucris solution](#)

615.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[lucris solution](#)

616.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[lucris solution](#)

617.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[lucris solution](#)

618.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[lucris solution](#)

619.

1083E

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

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[lucris solution](#)

620.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[lucris solution](#)

621.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[lucris solution](#)

622.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[lucris solution](#)

623.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[lucris solution](#)

624.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lucris solution](#)

625.

2201D

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

Quality: 789 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lucris solution](#)

626.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[lucris solution](#)

627.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2026-02-18 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[lucris solution](#)

628.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[lucris solution](#)

629.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lucris solution](#)

630.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lucris solution](#)

631.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[lucris solution](#)

632.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[lucris solution](#)

633.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lucris solution](#)

634.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[lucris solution](#)

635.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lucris solution](#)

636.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[lucris solution](#)

637.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[lucris solution](#)

638.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lucris solution](#)

639.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[lucris solution](#)

640.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[lucris solution](#)

641.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[lucris solution](#)

642.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[lucris solution](#)

643.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[lucris solution](#)

644.

2122E

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

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lucris solution](#)

645.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[lucris solution](#)

646.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[lucris solution](#)

647.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[lucris solution](#)

648.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[lucris solution](#)

649.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[lucris solution](#)

650.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[lucris solution](#)

651.

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[lucris solution](#)

652.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lucris solution](#)

653.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lucris solution](#)

654.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[lucris solution](#)

655.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[lucris solution](#)

656.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[lucris solution](#)

657.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[lucris solution](#)

658.

1853F

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

Rating: 2800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lucris solution](#)

659.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[lucris solution](#)

660.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lucris solution](#)

661.

1855F

[Michael and Hotel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[lucris solution](#)

662.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[lucris solution](#)

663.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[lucris solution](#)

664.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[lucris solution](#)

665.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lucris solution](#)

666.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[lucris solution](#)

667.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[lucris solution](#)

668.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lucris solution](#)

669.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,482 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lucris solution](#)

670.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,943 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lucris solution](#)

671.

101807B

[Bob the Builder](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

672.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

673.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

674.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

675.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

676.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

677.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

678.

101807C

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

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

679.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

680.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

681.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

682.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[lucris solution](#)

683.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[lucris solution](#)

684.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[lucris solution](#)

685.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[lucris solution](#)

686.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[lucris solution](#)

687.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[lucris solution](#)

688.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

689.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

690.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

691.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

692.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

693.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

694.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

695.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

696.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

697.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

698.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

699.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

700.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

701.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

702.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

703.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

704.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

705.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

706.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

707.

104875K

[Kebab Pizza](#) · [Tutorial](#)

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

[lucris solution](#)

708.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

709.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

710.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

711.

104875E

[ETA](#) · [Tutorial](#)

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

[lucris solution](#)

712.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

713.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

714.

104875G

[Going in Circles](#) · [Tutorial](#)

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

[lucris solution](#)

715.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

716.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

717.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

718.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

719.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

720.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

721.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

722.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

723.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

724.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

725.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

726.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

727.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

728.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

729.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

730.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

731.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

732.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

733.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

734.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

735.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

736.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

737.

106225B

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

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

738.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

739.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

740.

106225D

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

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

741.

106113G

[Tortuguitas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

742.

106113D

[Dificultad mínima](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

743.

106113E

[Una extraña sucesión](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

744.

106113I

[Cristales Mágicos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

745.

106113C

[Los ogros tienen capas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

746.

106113B

[La campaña de Bob](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

747.

106113K

[Maraton de Peliculas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

748.

106113F

[Flujo mínimo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

749.

106113A

[El Camino del Robot Humanoide](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

750.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

751.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

752.

101164J

[Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

753.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

754.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

755.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

756.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

757.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

758.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

759.

101461E

[Cube Root](#) · [Tutorial](#)

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

[lucris solution](#)

760.

101461F

[Cable TV Network](#) · [Tutorial](#)

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

[lucris solution](#)

761.

101461B

[Corporative Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

762.

101461D

[City Game](#) · [Tutorial](#)

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

[lucris solution](#)

763.

101461H

[Booklets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

764.

101461A

[Period](#) · [Tutorial](#)

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

[lucris solution](#)

765.

101461I

[Count on Cantor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

766.

106178B

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

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

767.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

768.

103274M

[Moon Dancers](#) · [Tutorial](#)

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

[lucris solution](#)

769.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

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

[lucris solution](#)

770.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

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

[lucris solution](#)

771.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

772.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

773.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

774.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

775.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

776.

103274C

[Cypher Decypher](#) · [Tutorial](#)

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

[lucris solution](#)

777.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

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

[lucris solution](#)

778.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

779.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

780.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

781.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

782.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

783.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

784.

101964K

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

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

785.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

786.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

787.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

788.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

789.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

790.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

791.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

792.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

793.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

794.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

795.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

796.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

797.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

798.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

799.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

800.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

801.

101485J

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

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

802.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

803.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

804.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

805.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

806.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

807.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

808.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

809.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

810.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

811.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

812.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

813.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

814.

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

815.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

816.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

817.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

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[lucris solution](#)

818.

106073M

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819.

106073C

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Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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820.

106073J

[João João](#) · [Tutorial](#)

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821.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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822.

103185G

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Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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823.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

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824.

106110F

[Compromise](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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825.

106110E

[Final Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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826.

106110G

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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827.

106110H

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

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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828.

106110D

[TL, ML or OK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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829.

106110C

[Integer Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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830.

106110B

[What to solve next?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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831.

106110A

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

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

832.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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833.

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

834.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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835.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

836.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

837.

106035F

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

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

838.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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839.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

840.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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841.

106035N

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Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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842.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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843.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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844.

106035H

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845.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

846.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

847.

103185B

[Beautiful Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

848.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

849.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

850.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

851.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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852.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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853.

103185N

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858.

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859.

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860.

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861.

105112E

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862.

105112I

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Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

863.

105112F

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Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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864.

105112A

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865.

105112L

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866.

105112H

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Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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867.

105112K

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868.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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869.

105437J

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

870.

105437I

[Attribute Checks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

871.

105437D

[Equal Halves](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

872.

105437F

[New Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

873.

105437E

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

874.

105437H

[Maximum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

875.

105437C

[Repainting Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

876.

105437B

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Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

877.

105437A

[Cutting into Parts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

878.

105437G

[Stores](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

879.

105453C

[Fair Split of the Golden Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

880.

105453G

[Airport Departures' Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

881.

105453H

[The magical forest of Seih Sou](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · last AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

882.

105453D

[Deciphering Ancient Symbols](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · last AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

883.

105453F

[Anomia](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

884.

105453A

[The Binary Chicken Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

885.

105453E

[Generation and transmission network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

886.

105453B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

887.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

888.

101170A

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Rating: — · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

889.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

890.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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891.

101170I

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892.

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893.

101170H

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894.

101170E

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Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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895.

104797G

[Lines in a grid](#) · [Tutorial](#)

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[lucris solution](#)

896.

104797E

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Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

897.

104797A

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[lucris solution](#)

898.

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

899.

104797F

[Letters](#) · [Tutorial](#)

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900.

100443E

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Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

901.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

902.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

903.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

904.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

905.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

906.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

907.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

908.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

909.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lucris solution](#)

910.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

911.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

912.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

913.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

914.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

915.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

916.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

917.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[lucris solution](#)

918.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[lucris solution](#)

919.

101498L

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

Rating: — · first AC: 2024-02-13 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[lucris solution](#)

920.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dp, math

[lucris solution](#)

921.

1663C

[P Ö! Verdon](#)[Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[lucris solution](#)

922.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[lucris solution](#)

923.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

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