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Unique solved — lyons

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1.

2194A

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2.

2096A

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3.

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1891A

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1838A

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1763A

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8.

1774A

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9.

1764A

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11.

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1746A

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1656A

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1534A

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24.

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2096B

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42.

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43.

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44.

1838B

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45.

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1656B

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1637B

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1070K

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1616B

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51.

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1523B

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55.

1763B

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56.

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57.

1656C

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59.

1527B1

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62.

1774C

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67.

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1558A

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69.

1534C

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70.

1538C

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71.

1470A

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72.

1521B

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73.

2156C

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74.

2035C

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75.

1893A

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76.

1854A1

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77.

1838C

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78.

1830A

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79.

1764C

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80.

1628A

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1609C

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82.

1540A

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83.

1535C

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84.

2027C

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85.

1891C

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86.

1774B

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87.

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88.

1070H

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89.

1630A

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90.

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91.

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92.

1538F

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- 93.**
1774D
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1893B
[Neutral Tonality](#) · [Tutorial](#)
Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[lyons's solution](#)
- 102.**
1889B
[Doremy's Connecting Plan](#) · [Tutorial](#)
Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[lyons's solution](#)

103.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[lyons's solution](#)

104.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[lyons's solution](#)

105.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lyons's solution](#)

106.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[lyons's solution](#)

107.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[lyons's solution](#)

108.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[lyons's solution](#)

109.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[lyons's solution](#)

110.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[lyons's solution](#)

111.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[lyons's solution](#)

112.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[lyons's solution](#)

113.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[lyons's solution](#)

114.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[lyons's solution](#)

115.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[lyons's solution](#)

116.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lyons's solution](#)

117.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lyons's solution](#)

118.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[lyons's solution](#)

119.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[lyons's solution](#)

120.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lyons's solution](#)

121.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lyons's solution](#)

122.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[lyons's solution](#)

123.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[lyons's solution](#)

124.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[lyons's solution](#)

125.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[lyons's solution](#)

126.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[lyons's solution](#)

127.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[lyons's solution](#)

128.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lyons's solution](#)

129.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lyons's solution](#)

130.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[lyons's solution](#)

131.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[lyons's solution](#)

132.

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

[lyons's solution](#)

133.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[lyons's solution](#)

134.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[lyons's solution](#)

135.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[lyons's solution](#)

136.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[lyons's solution](#)

137.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[lyons's solution](#)

138.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[lyons's solution](#)

139.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-31 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[lyons's solution](#)

140.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[lyons's solution](#)

141.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lyons's solution](#)

142.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lyons's solution](#)

143.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lyons's solution](#)

144.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[lyons's solution](#)

145.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[lyons's solution](#)

146.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lyons's solution](#)

147.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[lyons's solution](#)

148.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lyons's solution](#)

149.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[lyons's solution](#)

150.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[lyons's solution](#)

151.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[lyons's solution](#)

152.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lyons's solution](#)

153.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[lyons's solution](#)

154.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[lyons's solution](#)

155.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[lyons's solution](#)

156.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[lyons's solution](#)

157.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[lyons's solution](#)

158.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[lyons's solution](#)

159.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[lyons's solution](#)

160.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[lyons's solution](#)

161.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[lyons's solution](#)

162.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2021-05-01 · last AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[lyons's solution](#)

163.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[lyons's solution](#)

164.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lyons's solution](#)

165.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[lyons's solution](#)

166.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[lyons's solution](#)

167.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[lyons's solution](#)

168.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[lyons's solution](#)

169.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[lyons's solution](#)

170.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[lyons's solution](#)

171.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[lyons's solution](#)

172.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[lyons's solution](#)

173.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[lyons's solution](#)

174.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[lyons's solution](#)

175.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lyons's solution](#)

176.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lyons's solution](#)

177.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[lyons's solution](#)

178.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lyons's solution](#)

179.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[lyons's solution](#)

180.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[lyons's solution](#)

181.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[lyons's solution](#)

182.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[lyons's solution](#)

183.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-13 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[lyons's solution](#)

184.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[lyons's solution](#)

185.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lyons's solution](#)

186.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[lyons's solution](#)

187.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[lyons's solution](#)

188.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[lyons's solution](#)

189.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[lyons's solution](#)

190.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[lyons's solution](#)

191.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[lyons's solution](#)

192.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[lyons's solution](#)

193.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[lyons's solution](#)

194.

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lyons's solution](#)

195.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[lyons's solution](#)

196.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[lyons's solution](#)

197.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[lyons's solution](#)

198.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[lyons's solution](#)

199.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lyons's solution](#)

200.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lyons's solution](#)

201.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[lyons's solution](#)

202.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[lyons's solution](#)

203.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[lyons's solution](#)

204.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[lyons's solution](#)

205.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[lyons's solution](#)

206.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[lyons's solution](#)

207.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[lyons's solution](#)

208.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[lyons's solution](#)

209.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · last AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[lyons's solution](#)

210.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[lyons's solution](#)

211.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lyons's solution](#)

212.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[lyons's solution](#)

213.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[lyons's solution](#)

214.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[lyons's solution](#)

215.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[lyons's solution](#)

216.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[lyons's solution](#)

217.

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[lyons's solution](#)

218.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-21 · last AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[lyons's solution](#)

219.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[lyons's solution](#)

220.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[lyons's solution](#)

221.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[lyons's solution](#)

222.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-05-01 · last AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[lyons's solution](#)

223.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lyons's solution](#)

224.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[lyons's solution](#)

225.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[lyons's solution](#)

226.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lyons's solution](#)

227.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lyons's solution](#)

228.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lyons's solution](#)

229.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[lyons's solution](#)

230.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[lyons's solution](#)

231.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[lyons's solution](#)

232.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lyons's solution](#)

233.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2020-12-09 · last AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[lyons's solution](#)

234.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[lyons's solution](#)

235.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lyons's solution](#)

236.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lyons's solution](#)

237.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[lyons's solution](#)

238.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[lyons's solution](#)

239.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[lyons's solution](#)

240.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[lyons's solution](#)

241.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[lyons's solution](#)

242.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[lyons's solution](#)

243.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings
[lyons's solution](#)

244.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[lyons's solution](#)

245.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[lyons's solution](#)

246.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[lyons's solution](#)

247.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[lyons's solution](#)

248.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[lyons's solution](#)

249.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[lyons's solution](#)

250.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[lyons's solution](#)

251.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[lyons's solution](#)

252.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[lyons's solution](#)

253.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings
[lyons's solution](#)

254.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[lyons's solution](#)

255.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees
[lyons's solution](#)

256.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

257.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

258.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

259.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

260.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

261.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

262.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

263.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

264.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

265.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

266.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

267.

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

268.

103260F

[Thanks to MikeMirzayanov](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

269.

103260D

[Output Limit Exceeded](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

270.

103260E

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

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

271.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · Python 3 (first AC) · Tags: —

[lyons's solution](#)

272.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

273.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

274.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

275.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

276.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

277.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

278.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

279.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

280.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

281.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

282.

101193B

[Variety](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

283.

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

284.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

285.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

286.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

287.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

288.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

289.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

290.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

291.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

292.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

293.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

294.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

295.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lyons's solution](#)

296.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

297.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

298.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

299.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

300.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[lyons's solution](#)

301.

103447C

[Colorful Tree](#) · [Tutorial](#)

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302.

103447I

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303.

103447J

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304.

103447E

[Power and Modulo](#) · [Tutorial](#)

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305.

103447B

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306.

102576F

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307.

102354E

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308.

102354C

[Money Sharing](#) · [Tutorial](#)

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309.

103186F

[ž!Távja!P^ Nä](#)

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310.

103186K

[Alice and Bob-2](#) · [Tutorial](#)

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311.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

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312.

103186B

[\ A·v,Šar!n8b](#)

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313.

103186D

[Zztrans v,ŠioŠ! qg](#)

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314.

103186H

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315.

103186E

[Zztrans v,ŠioŠ! qg](#)

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316.

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317.

103186A

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318.

103186G

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319.

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320.

102994B

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321.

102994L

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322.

102994A

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323.

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324.

100958D

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325.

100958C

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Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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326.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[lyons's solution](#)

327.

100958A

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328.

102500J

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329.

102500D

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330.

102978G

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Rating: — · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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331.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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332.

102978I

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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333.

102978B

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334.

103261L

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335.

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336.

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337.

103261G

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338.

103145F

[Permutation](#) · [Tutorial](#)

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339.

102331F

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340.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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341.

102331I

[Interactive Vertex](#) · [Tutorial](#)

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342.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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343.

102331B

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344.

102268J

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Rating: — · first AC: 2021-05-12 · last AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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345.

102268I

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

Rating: — · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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346.

102268H

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347.

102268G

[Graph Counting](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · last AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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348.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

349.

102268A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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350.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · last AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

351.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

352.

103049B

[Bulldozer](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

353.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

354.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

355.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

356.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

357.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

358.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

359.

103061M

[abushii Omoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

360.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

361.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

362.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[lyons's solution](#)

363.

101981F

[Frank](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[lyons's solution](#)

364.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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365.

101981E

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