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Unique solved — m1stzy. .

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

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

Filters: none

Count: 364

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[m1stzy.'s solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[m1stzy.'s solution](#)

3.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[m1stzy.'s solution](#)

4.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[m1stzy.'s solution](#)

5.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,520 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[m1stzy.'s solution](#)

6.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[m1stzy.'s solution](#)

7.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,561 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[m1stzy.'s solution](#)

8.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[m1stzy.'s solution](#)

9.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[m1stzy.'s solution](#)

10.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[m1stzy.'s solution](#)

11.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[m1stzy.'s solution](#)

12.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[m1stzy.'s solution](#)

13.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[m1stzy.'s solution](#)

14.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules
[m1stzy.'s solution](#)

15.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[m1stzy.'s solution](#)

16.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[m1stzy.'s solution](#)

17.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[m1stzy.'s solution](#)

18.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[m1stzy.'s solution](#)

19.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[m1stzy.'s solution](#)

20.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[m1stzy_'s solution](#)

21.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[m1stzy_'s solution](#)

22.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[m1stzy_'s solution](#)

23.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[m1stzy_'s solution](#)

24.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[m1stzy_'s solution](#)

25.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[m1stzy_'s solution](#)

26.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[m1stzy_'s solution](#)

27.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[m1stzy_'s solution](#)

28.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[m1stzy_'s solution](#)

29.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[m1stzy_'s solution](#)

30.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[m1stzy_'s solution](#)

31.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[m1stzy_'s solution](#)

32.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[m1stzy_'s solution](#)

33.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[m1stzy_'s solution](#)

34.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[m1stzy_'s solution](#)

35.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[m1stzy_'s solution](#)

36.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[m1stzy_'s solution](#)

37.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[m1stzy_'s solution](#)

38.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[m1stzy_'s solution](#)

39.

2118A

[Equal Subsequences](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[m1stzy_'s solution](#)

40.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[m1stzy_'s solution](#)

41.

2110A

[Fashionable Array](#) · [Tutorial](#)

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[m1stzy_'s solution](#)

- 42.**
2107A
[LRC and VIP](#) · [Tutorial](#)
Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[m1stzy.'s solution](#)
- 43.**
2044C
[Hard Problem](#) · [Tutorial](#)
Quality: 45,279 global accepts · Rating: 800 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[m1stzy.'s solution](#)
- 44.**
2108A
[Permutation Warm-Up](#) · [Tutorial](#)
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[m1stzy.'s solution](#)
- 45.**
2093A
[Ideal Generator](#) · [Tutorial](#)
Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[m1stzy.'s solution](#)
- 46.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[m1stzy.'s solution](#)
- 47.**
2210B
[Simply Sitting on Chairs](#) · [Tutorial](#)
Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[m1stzy.'s solution](#)
- 48.**
2209B
[Array](#) · [Tutorial](#)
Quality: 19,407 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[m1stzy.'s solution](#)
- 49.**
2178B
[Impost or Sus](#) · [Tutorial](#)
Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[m1stzy.'s solution](#)
- 50.**
1132B
[Discounts](#) · [Tutorial](#)
Quality: 14,009 global accepts · Rating: 900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[m1stzy.'s solution](#)
- 51.**
2157B
[Expansion Plan 2](#) · [Tutorial](#)
Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[m1stzy.'s solution](#)
- 52.**
2169A
[Alice and Bob](#) · [Tutorial](#)
Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[m1stzy.'s solution](#)

53.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
[m1stzy.'s solution](#)

54.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[m1stzy.'s solution](#)

55.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,087 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[m1stzy.'s solution](#)

56.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[m1stzy.'s solution](#)

57.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[m1stzy.'s solution](#)

58.

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[m1stzy.'s solution](#)

59.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
[m1stzy.'s solution](#)

60.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[m1stzy.'s solution](#)

61.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,022 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[m1stzy.'s solution](#)

62.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,920 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[m1stzy.'s solution](#)

63.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[m1stzy_'s solution](#)

64.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[m1stzy_'s solution](#)

65.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[m1stzy_'s solution](#)

66.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[m1stzy_'s solution](#)

67.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[m1stzy_'s solution](#)

68.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[m1stzy_'s solution](#)

69.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[m1stzy_'s solution](#)

70.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[m1stzy_'s solution](#)

71.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[m1stzy_'s solution](#)

72.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[m1stzy_'s solution](#)

73.

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[m1stzy.'s solution](#)

74.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[m1stzy.'s solution](#)

75.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[m1stzy.'s solution](#)

76.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[m1stzy.'s solution](#)

77.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[m1stzy.'s solution](#)

78.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[m1stzy.'s solution](#)

79.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[m1stzy.'s solution](#)

80.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[m1stzy.'s solution](#)

81.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[m1stzy.'s solution](#)

82.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[m1stzy.'s solution](#)

83.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[m1stzy_'s solution](#)

84.

2210C1

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

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[m1stzy_'s solution](#)

85.

2197C

[Game with a Fraction · Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[m1stzy_'s solution](#)

86.

2189B

[The Curse of the Frog · Tutorial](#)

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[m1stzy_'s solution](#)

87.

2191C

[Sorting Game · Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[m1stzy_'s solution](#)

88.

2182C

[Production of Snowmen · Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[m1stzy_'s solution](#)

89.

2178C

[First or Second · Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[m1stzy_'s solution](#)

90.

2134B

[Add 0 or K · Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[m1stzy_'s solution](#)

91.

2174A

[Needle in a Haystack · Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[m1stzy_'s solution](#)

92.

2113B

[Good Start · Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[m1stzy_'s solution](#)

93.

2118B

[Make It Permutation · Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[m1stzy_'s solution](#)

94.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[m1stzy.'s solution](#)

95.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[m1stzy.'s solution](#)

96.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[m1stzy.'s solution](#)

97.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[m1stzy.'s solution](#)

98.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[m1stzy.'s solution](#)

99.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[m1stzy.'s solution](#)

100.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[m1stzy.'s solution](#)

101.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 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

[m1stzy.'s solution](#)

102.

2188C

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

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

[m1stzy.'s solution](#)

103.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[m1stzy.'s solution](#)

104.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[m1stzy_'s solution](#)

105.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[m1stzy_'s solution](#)

106.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[m1stzy_'s solution](#)

107.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[m1stzy_'s solution](#)

108.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[m1stzy_'s solution](#)

109.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[m1stzy_'s solution](#)

110.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[m1stzy_'s solution](#)

111.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[m1stzy_'s solution](#)

112.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[m1stzy_'s solution](#)

113.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[m1stzy_'s solution](#)

114.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[m1stzy.'s solution](#)

115.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[m1stzy.'s solution](#)

116.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[m1stzy.'s solution](#)

117.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[m1stzy.'s solution](#)

118.

2173C

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

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[m1stzy.'s solution](#)

119.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[m1stzy.'s solution](#)

120.

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
[m1stzy.'s solution](#)

121.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[m1stzy.'s solution](#)

122.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[m1stzy.'s solution](#)

123.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[m1stzy.'s solution](#)

124.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[m1stzy.'s solution](#)

125.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[m1stzy.'s solution](#)

126.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[m1stzy.'s solution](#)

127.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[m1stzy.'s solution](#)

128.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[m1stzy.'s solution](#)

129.

2205C

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

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[m1stzy.'s solution](#)

130.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[m1stzy.'s solution](#)

131.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[m1stzy.'s solution](#)

132.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[m1stzy.'s solution](#)

133.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[m1stzy.'s solution](#)

134.

2169D1

[Removal of a Sequence \(Easy Version\) · Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[m1stzy.'s solution](#)

135.

2007C

[Dora and C++ · Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[m1stzy.'s solution](#)

136.

2153C

[Symmetrical Polygons · Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[m1stzy.'s solution](#)

137.

2147C

[Rabbits · Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[m1stzy.'s solution](#)

138.

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[m1stzy.'s solution](#)

139.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[m1stzy.'s solution](#)

140.

1765K

[Torus Path · Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[m1stzy.'s solution](#)

141.

1680C

[Binary String · Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[m1stzy.'s solution](#)

142.

2074E

[Empty Triangle · Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[m1stzy.'s solution](#)

143.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[m1stzy.'s solution](#)

144.

2207B

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

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[m1stzy.'s solution](#)

145.

2197D

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

Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[m1stzy.'s solution](#)

146.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[m1stzy.'s solution](#)

147.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[m1stzy.'s solution](#)

148.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[m1stzy.'s solution](#)

149.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[m1stzy.'s solution](#)

150.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[m1stzy.'s solution](#)

151.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[m1stzy.'s solution](#)

152.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs

[m1stzy.'s solution](#)

153.

2205D

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

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[m1stzy.'s solution](#)

154.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[m1stzy.'s solution](#)

155.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[m1stzy.'s solution](#)

156.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[m1stzy.'s solution](#)

157.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[m1stzy.'s solution](#)

158.

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

[m1stzy.'s solution](#)

159.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[m1stzy.'s solution](#)

160.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[m1stzy.'s solution](#)

161.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[m1stzy.'s solution](#)

162.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[m1stzy.'s solution](#)

163.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[m1stzy_'s solution](#)

164.

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, trees

[m1stzy_'s solution](#)

165.

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[m1stzy_'s solution](#)

166.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[m1stzy_'s solution](#)

167.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[m1stzy_'s solution](#)

168.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[m1stzy_'s solution](#)

169.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[m1stzy_'s solution](#)

170.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[m1stzy_'s solution](#)

171.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[m1stzy_'s solution](#)

172.

2197E1

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

Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[m1stzy_'s solution](#)

173.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[m1stzy.'s solution](#)

174.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 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
[m1stzy.'s solution](#)

175.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[m1stzy.'s solution](#)

176.

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
[m1stzy.'s solution](#)

177.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[m1stzy.'s solution](#)

178.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[m1stzy.'s solution](#)

179.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[m1stzy.'s solution](#)

180.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[m1stzy.'s solution](#)

181.

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[m1stzy.'s solution](#)

182.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[m1stzy.'s solution](#)

183.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[m1stzy.'s solution](#)

184.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[m1stzy.'s solution](#)

185.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[m1stzy.'s solution](#)

186.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[m1stzy.'s solution](#)

187.

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[m1stzy.'s solution](#)

188.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[m1stzy.'s solution](#)

189.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[m1stzy.'s solution](#)

190.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[m1stzy.'s solution](#)

191.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[m1stzy.'s solution](#)

192.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[m1stzy.'s solution](#)

193.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[m1stzy.'s solution](#)

194.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[m1stzy.'s solution](#)

195.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, geometry, math

[m1stzy.'s solution](#)

196.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[m1stzy.'s solution](#)

197.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[m1stzy.'s solution](#)

198.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[m1stzy.'s solution](#)

199.

2197E2

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

Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[m1stzy.'s solution](#)

200.

2194E

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

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[m1stzy.'s solution](#)

201.

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

[m1stzy.'s solution](#)

202.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[m1stzy.'s solution](#)

203.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[m1stzy.'s solution](#)

204.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[m1stzy.'s solution](#)

205.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[m1stzy.'s solution](#)

206.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[m1stzy.'s solution](#)

207.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, strings

[m1stzy.'s solution](#)

208.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[m1stzy.'s solution](#)

209.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[m1stzy.'s solution](#)

210.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[m1stzy.'s solution](#)

211.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[m1stzy.'s solution](#)

212.

2210D

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

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math, strings, trees

[m1stzy...'s solution](#)

213.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[m1stzy...'s solution](#)

214.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[m1stzy...'s solution](#)

215.

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[m1stzy...'s solution](#)

216.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[m1stzy...'s solution](#)

217.

1516D

[Cut · Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[m1stzy...'s solution](#)

218.

1734E

[Rectangular Congruence · Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[m1stzy...'s solution](#)

219.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[m1stzy...'s solution](#)

220.

2000G

[Call During the Journey · Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[m1stzy...'s solution](#)

221.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[m1stzy...'s solution](#)

222.

894E

[Ralph and Mushrooms · Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[m1stzy_'s solution](#)

223.

2205E

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

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[m1stzy_'s solution](#)

224.

2192E

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

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[m1stzy_'s solution](#)

225.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[m1stzy_'s solution](#)

226.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[m1stzy_'s solution](#)

227.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[m1stzy_'s solution](#)

228.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[m1stzy_'s solution](#)

229.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[m1stzy_'s solution](#)

230.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[m1stzy_'s solution](#)

231.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[m1stzy_'s solution](#)

232.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
[m1stzy.'s solution](#)

233.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[m1stzy.'s solution](#)

234.

1832E

[Combinatorics Problem](#) · [Tutorial](#)

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[m1stzy.'s solution](#)

235.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
[m1stzy.'s solution](#)

236.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[m1stzy.'s solution](#)

237.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
[m1stzy.'s solution](#)

238.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
[m1stzy.'s solution](#)

239.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[m1stzy.'s solution](#)

240.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[m1stzy.'s solution](#)

241.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[m1stzy.'s solution](#)

242.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[m1stzy.'s solution](#)

243.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[m1stzy.'s solution](#)

244.

2126G1

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

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[m1stzy.'s solution](#)

245.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[m1stzy.'s solution](#)

246.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[m1stzy.'s solution](#)

247.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[m1stzy.'s solution](#)

248.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy, sortings

[m1stzy.'s solution](#)

249.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[m1stzy.'s solution](#)

250.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[m1stzy.'s solution](#)

251.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[m1stzy.'s solution](#)

252.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2026-03-10 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[m1stzy.'s solution](#)

253.

2207D

[Boxed Like a Fish · Tutorial](#)

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

[m1stzy.'s solution](#)

254.

2203E

[Probabilistic Card Game · Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[m1stzy.'s solution](#)

255.

2178F

[Conquer or of Forest · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[m1stzy.'s solution](#)

256.

1848D

[Vika and Bonuses · Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, ternary search

[m1stzy.'s solution](#)

257.

868D

[Huge Strings · Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[m1stzy.'s solution](#)

258.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[m1stzy.'s solution](#)

259.

2173E

[Shiro's Mirror Duel · Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[m1stzy.'s solution](#)

260.

2156F1

[Strange Operation \(Easy Version\) · Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[m1stzy.'s solution](#)

261.

2113D

[Cheater · Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[m1stzy.'s solution](#)

262.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive
[m1stzy.'s solution](#)

263.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[m1stzy.'s solution](#)

264.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[m1stzy.'s solution](#)

265.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, trees
[m1stzy.'s solution](#)

266.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation
[m1stzy.'s solution](#)

267.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[m1stzy.'s solution](#)

268.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[m1stzy.'s solution](#)

269.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[m1stzy.'s solution](#)

270.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[m1stzy.'s solution](#)

271.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math

[m1stzy_'s solution](#)

272.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[m1stzy_'s solution](#)

273.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[m1stzy_'s solution](#)

274.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[m1stzy_'s solution](#)

275.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[m1stzy_'s solution](#)

276.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[m1stzy_'s solution](#)

277.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[m1stzy_'s solution](#)

278.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[m1stzy_'s solution](#)

279.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[m1stzy_'s solution](#)

280.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[m1stzy_'s solution](#)

281.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[m1stzy_'s solution](#)

282.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[m1stzy_'s solution](#)

283.

2191E

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

Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, two pointers

[m1stzy_'s solution](#)

284.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[m1stzy_'s solution](#)

285.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[m1stzy_'s solution](#)

286.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[m1stzy_'s solution](#)

287.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[m1stzy_'s solution](#)

288.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[m1stzy_'s solution](#)

289.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[m1stzy_'s solution](#)

290.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[m1stzy_'s solution](#)

291.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[m1stzy_'s solution](#)

292.

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[m1stzy_'s solution](#)

293.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[m1stzy_'s solution](#)

294.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[m1stzy_'s solution](#)

295.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[m1stzy_'s solution](#)

296.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[m1stzy_'s solution](#)

297.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[m1stzy_'s solution](#)

298.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[m1stzy_'s solution](#)

299.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics,

probabilities

[m1stzy_'s solution](#)

300.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[m1stzy_'s solution](#)

301.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[m1stzy_'s solution](#)

302.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[m1stzy_'s solution](#)

303.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[m1stzy_'s solution](#)

304.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[m1stzy_'s solution](#)

305.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[m1stzy_'s solution](#)

306.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[m1stzy_'s solution](#)

307.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[m1stzy_'s solution](#)

308.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[m1stzy_'s solution](#)

309.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[m1stzy...'s solution](#)

310.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[m1stzy...'s solution](#)

311.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[m1stzy...'s solution](#)

312.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[m1stzy...'s solution](#)

313.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[m1stzy...'s solution](#)

314.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[m1stzy...'s solution](#)

315.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[m1stzy...'s solution](#)

316.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[m1stzy...'s solution](#)

317.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[m1stzy...'s solution](#)

318.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[m1stzy.'s solution](#)

319.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[m1stzy.'s solution](#)

320.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[m1stzy.'s solution](#)

321.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[m1stzy.'s solution](#)

322.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[m1stzy.'s solution](#)

323.

2201D

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[m1stzy.'s solution](#)

324.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[m1stzy.'s solution](#)

325.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[m1stzy.'s solution](#)

326.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[m1stzy.'s solution](#)

327.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[m1stzy.'s solution](#)

328.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[m1stzy_'s solution](#)

329.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[m1stzy_'s solution](#)

330.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[m1stzy_'s solution](#)

331.

2151G1

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

Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math

[m1stzy_'s solution](#)

332.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[m1stzy_'s solution](#)

333.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[m1stzy_'s solution](#)

334.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[m1stzy_'s solution](#)

335.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[m1stzy_'s solution](#)

336.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[m1stzy_'s solution](#)

337.

2151G2

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

Rating: 2800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[m1stzy_'s solution](#)

338.

2211G

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

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[m1stzy.'s solution](#)

339.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[m1stzy.'s solution](#)

340.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[m1stzy.'s solution](#)

341.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[m1stzy.'s solution](#)

342.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[m1stzy.'s solution](#)

343.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[m1stzy.'s solution](#)

344.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-27 · PyPy 3 (first AC) · Tags: *special

[m1stzy.'s solution](#)

345.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[m1stzy.'s solution](#)

346.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[m1stzy.'s solution](#)

347.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[m1stzy.'s solution](#)

348.

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[m1stzy.'s solution](#)

349.

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[m1stzy.'s solution](#)

350.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
[m1stzy.'s solution](#)

351.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[m1stzy.'s solution](#)

352.

2219C

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

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[m1stzy.'s solution](#)

353.

2219B2

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

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[m1stzy.'s solution](#)

354.

2219B1

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

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[m1stzy.'s solution](#)

355.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[m1stzy.'s solution](#)

356.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-11 · PyPy 3 (first AC) · Tags: *special
[m1stzy.'s solution](#)

357.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[m1stzy.'s solution](#)

358.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[m1stzy.'s solution](#)

359.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[m1stzy.'s solution](#)

360.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[m1stzy.'s solution](#)

361.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[m1stzy.'s solution](#)

362.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[m1stzy.'s solution](#)

363.

106242B

[Sushibwoah \(sushi\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[m1stzy.'s solution](#)

364.

102059M

[Utilitarianism](#) · [Tutorial](#)

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