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Unique solved — masonpop

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

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

Filters: none

Count: 1,185

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,056 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[masonpop's solution](#)
- 2.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[masonpop's solution](#)
- 3.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[masonpop's solution](#)
- 4.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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- 5.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[masonpop's solution](#)
- 6.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[masonpop's solution](#)
- 7.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[masonpop's solution](#)
- 8.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[masonpop's solution](#)
- 9.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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- 10.**
2127A
[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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11.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
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12.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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13.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[masonpop's solution](#)

14.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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15.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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16.

2071A

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Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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17.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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18.

2092A

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Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
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19.

1081A

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Quality: 13,277 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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20.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,394 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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21.

1560B

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Quality: 38,801 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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22.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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23.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[masonpop's solution](#)

24.

1702A

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Quality: 38,177 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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25.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[masonpop's solution](#)

26.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[masonpop's solution](#)

27.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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28.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[masonpop's solution](#)

29.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[masonpop's solution](#)

30.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,926 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[masonpop's solution](#)

31.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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32.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,232 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[masonpop's solution](#)

33.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,143 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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34.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,189 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[masonpop's solution](#)

35.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[masonpop's solution](#)

36.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,636 global accepts · Rating: 800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[masonpop's solution](#)

37.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[masonpop's solution](#)

38.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[masonpop's solution](#)

39.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

40.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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41.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[masonpop's solution](#)

42.

1220A

[Cards](#) · [Tutorial](#)

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43.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[masonpop's solution](#)

44.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[masonpop's solution](#)

45.

2021A

[Meaning Mean](#) · [Tutorial](#)

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

46.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[masonpop's solution](#)

47.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[masonpop's solution](#)

48.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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49.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[masonpop's solution](#)

50.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[masonpop's solution](#)

51.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[masonpop's solution](#)

52.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[masonpop's solution](#)

53.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[masonpop's solution](#)

54.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[masonpop's solution](#)

55.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[masonpop's solution](#)

56.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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57.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[masonpop's solution](#)

58.

1987A

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Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[masonpop's solution](#)

59.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[masonpop's solution](#)

60.

1982A

[Soccer](#) · [Tutorial](#)

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61.

1978B

[New Bakery](#) · [Tutorial](#)

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62.

1978A

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63.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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- 64.**
1981A
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Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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- 65.**
1976A
[Verify Password](#) · [Tutorial](#)
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- 66.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math
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- 67.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
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- 68.**
1957A
[Stickogon](#) · [Tutorial](#)
Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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- 69.**
1942A
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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[masonpop's solution](#)
- 70.**
1946A
[Median of an Array](#) · [Tutorial](#)
Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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- 71.**
1948A
[Special Characters](#) · [Tutorial](#)
Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[masonpop's solution](#)
- 72.**
1935A
[Entertainment in MAC](#) · [Tutorial](#)
Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[masonpop's solution](#)
- 73.**
1930A
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Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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- 74.**
1928A
[Rectangle Cutting](#) · [Tutorial](#)
Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[masonpop's solution](#)

75.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[masonpop's solution](#)

76.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

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77.

1920A

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Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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78.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

79.

1916A

[2023](#) · [Tutorial](#)

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[masonpop's solution](#)

80.

1913A

[Rating Increase](#) · [Tutorial](#)

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81.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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82.

1896A

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Quality: 57,303 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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83.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,284 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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84.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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85.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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86.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,306 global accepts · Rating: 800 · first AC: 2023-10-08 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math

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87.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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88.

1882A

[Increasing Sequence](#) · [Tutorial](#)

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-27 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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89.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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90.

1867A

[green gold dog. array and permutation](#) · [Tutorial](#)

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[masonpop's solution](#)

91.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

92.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[masonpop's solution](#)

93.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[masonpop's solution](#)

94.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,915 global accepts · Rating: 800 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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95.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[masonpop's solution](#)

96.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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97.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,320 global accepts · Rating: 800 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[masonpop's solution](#)

98.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[masonpop's solution](#)

99.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[masonpop's solution](#)

100.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

101.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[masonpop's solution](#)

102.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[masonpop's solution](#)

103.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[masonpop's solution](#)

104.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[masonpop's solution](#)

105.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[masonpop's solution](#)

106.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,681 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[masonpop's solution](#)

107.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

108.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,963 global accepts · Rating: 800 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[masonpop's solution](#)

109.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[masonpop's solution](#)

110.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

111.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

112.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[masonpop's solution](#)

113.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

114.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 43,997 global accepts · Rating: 800 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

115.

1775A1

[Gardener and the Capybaras \(easy version\) · Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-06-15 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[masonpop's solution](#)

116.

1783A

[Make it Beautiful · Tutorial](#)

Quality: 48,702 global accepts · Rating: 800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[masonpop's solution](#)

117.

1768A

[Greatest Convex · Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[masonpop's solution](#)

118.

1779A

[Hall of Fame · Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[masonpop's solution](#)

119.

1789B

[Serval and Inversion Magic · Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[masonpop's solution](#)

120.

1789A

[Serval and Mocha's Array · Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[masonpop's solution](#)

121.

1717A

[Madoka and Strange Thoughts · Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[masonpop's solution](#)

122.

2178B

[Impost or Sus · Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[masonpop's solution](#)

123.

2157B

[Expansion Plan 2 · Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[masonpop's solution](#)

124.

2125B

[Left and Down · Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[masonpop's solution](#)

125.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[masonpop's solution](#)

126.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

127.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

128.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[masonpop's solution](#)

129.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[masonpop's solution](#)

130.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

131.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[masonpop's solution](#)

132.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[masonpop's solution](#)

133.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[masonpop's solution](#)

134.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

135.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[masonpop's solution](#)

136.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[masonpop's solution](#)

137.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers
[masonpop's solution](#)

138.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[masonpop's solution](#)

139.

1875A

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

Quality: 46,988 global accepts · Rating: 900 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[masonpop's solution](#)

140.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[masonpop's solution](#)

141.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[masonpop's solution](#)

142.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[masonpop's solution](#)

143.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,913 global accepts · Rating: 900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[masonpop's solution](#)

144.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[masonpop's solution](#)

145.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,858 global accepts · Rating: 900 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

146.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[masonpop's solution](#)

147.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[masonpop's solution](#)

148.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-06-15 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

149.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

150.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

151.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[masonpop's solution](#)

152.

2147B

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

Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[masonpop's solution](#)

153.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[masonpop's solution](#)

154.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[masonpop's solution](#)

155.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[masonpop's solution](#)

156.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[masonpop's solution](#)

157.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[masonpop's solution](#)

158.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[masonpop's solution](#)

159.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[masonpop's solution](#)

160.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[masonpop's solution](#)

161.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[masonpop's solution](#)

162.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[masonpop's solution](#)

163.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[masonpop's solution](#)

164.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[masonpop's solution](#)

165.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,232 global accepts · Rating: 1000 · first AC: 2023-12-18 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings
[masonpop's solution](#)

166.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[masonpop's solution](#)

167.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[masonpop's solution](#)

168.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[masonpop's solution](#)

169.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[masonpop's solution](#)

170.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[masonpop's solution](#)

171.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[masonpop's solution](#)

172.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,345 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[masonpop's solution](#)

173.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,364 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[masonpop's solution](#)

174.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-07-09 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[masonpop's solution](#)

175.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

176.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[masonpop's solution](#)

177.

2211B

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

Quality: 11,613 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[masonpop's solution](#)

178.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

179.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[masonpop's solution](#)

180.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[masonpop's solution](#)

181.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

182.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[masonpop's solution](#)

183.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[masonpop's solution](#)

184.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

185.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[masonpop's solution](#)

186.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[masonpop's solution](#)

187.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[masonpop's solution](#)

188.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[masonpop's solution](#)

189.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[masonpop's solution](#)

190.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[masonpop's solution](#)

191.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[masonpop's solution](#)

192.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[masonpop's solution](#)

193.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[masonpop's solution](#)

194.

1976B

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

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[masonpop's solution](#)

195.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[masonpop's solution](#)

196.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[masonpop's solution](#)

197.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

198.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[masonpop's solution](#)

199.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[masonpop's solution](#)

200.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[masonpop's solution](#)

201.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,349 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[masonpop's solution](#)

202.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[masonpop's solution](#)

203.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

204.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[masonpop's solution](#)

205.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[masonpop's solution](#)

206.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[masonpop's solution](#)

207.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[masonpop's solution](#)

208.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[masonpop's solution](#)

209.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[masonpop's solution](#)

210.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[masonpop's solution](#)

211.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[masonpop's solution](#)

212.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[masonpop's solution](#)

213.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[masonpop's solution](#)

214.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[masonpop's solution](#)

215.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[masonpop's solution](#)

216.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[masonpop's solution](#)

217.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[masonpop's solution](#)

218.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[masonpop's solution](#)

219.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[masonpop's solution](#)

220.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[masonpop's solution](#)

221.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[masonpop's solution](#)

222.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[masonpop's solution](#)

223.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[masonpop's solution](#)

224.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[masonpop's solution](#)

225.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[masonpop's solution](#)

226.

2021B

[Maximize Mex](#) · [Tutorial](#)

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

[masonpop's solution](#)

227.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[masonpop's solution](#)

228.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[masonpop's solution](#)

229.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[masonpop's solution](#)

230.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[masonpop's solution](#)

231.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[masonpop's solution](#)

232.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[masonpop's solution](#)

233.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[masonpop's solution](#)

234.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[masonpop's solution](#)

235.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[masonpop's solution](#)

236.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[masonpop's solution](#)

237.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[masonpop's solution](#)

238.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[masonpop's solution](#)

239.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[masonpop's solution](#)

240.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[masonpop's solution](#)

241.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[masonpop's solution](#)

242.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[masonpop's solution](#)

243.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[masonpop's solution](#)

244.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[masonpop's solution](#)

245.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[masonpop's solution](#)

246.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[masonpop's solution](#)

247.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[masonpop's solution](#)

248.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[masonpop's solution](#)

249.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,663 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[masonpop's solution](#)

250.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[masonpop's solution](#)

251.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[masonpop's solution](#)

252.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,093 global accepts · Rating: 1200 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[masonpop's solution](#)

253.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

254.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[masonpop's solution](#)

255.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2023-02-24 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[masonpop's solution](#)

256.

2211C1

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

Quality: 9,100 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[masonpop's solution](#)

257.

2201A1

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

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[masonpop's solution](#)

258.

2152B

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

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

[masonpop's solution](#)

259.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[masonpop's solution](#)

260.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[masonpop's solution](#)

261.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[masonpop's solution](#)

262.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[masonpop's solution](#)

263.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[masonpop's solution](#)

264.

2021C1

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

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

[masonpop's solution](#)

265.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

266.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[masonpop's solution](#)

267.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[masonpop's solution](#)

268.

1981B

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

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[masonpop's solution](#)

269.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[masonpop's solution](#)

270.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[masonpop's solution](#)

271.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[masonpop's solution](#)

272.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[masonpop's solution](#)

273.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[masonpop's solution](#)

274.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[masonpop's solution](#)

275.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[masonpop's solution](#)

276.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-27 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[masonpop's solution](#)

277.

1879C

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

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-24 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[masonpop's solution](#)

278.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[masonpop's solution](#)

279.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[masonpop's solution](#)

280.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[masonpop's solution](#)

281.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

282.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

283.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-06-15 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[masonpop's solution](#)

284.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[masonpop's solution](#)

285.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[masonpop's solution](#)

286.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[masonpop's solution](#)

287.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[masonpop's solution](#)

288.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[masonpop's solution](#)

289.

2157C

[Meximum Array 2](#) · [Tutorial](#)

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

[masonpop's solution](#)

290.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[masonpop's solution](#)

291.

2152C

[Triple Removal](#) · [Tutorial](#)

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

[masonpop's solution](#)

292.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[masonpop's solution](#)

293.

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[masonpop's solution](#)

294.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[masonpop's solution](#)

295.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation,

interactive

[masonpop's solution](#)

296.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[masonpop's solution](#)

297.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[masonpop's solution](#)

298.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[masonpop's solution](#)

299.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

300.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[masonpop's solution](#)

301.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[masonpop's solution](#)

302.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[masonpop's solution](#)

303.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[masonpop's solution](#)

304.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[masonpop's solution](#)

305.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[masonpop's solution](#)

306.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[masonpop's solution](#)

307.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[masonpop's solution](#)

308.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

309.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[masonpop's solution](#)

310.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[masonpop's solution](#)

311.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[masonpop's solution](#)

312.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

313.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[masonpop's solution](#)

314.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[masonpop's solution](#)

315.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[masonpop's solution](#)

316.

2183D1

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

Quality: 8,851 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

[masonpop's solution](#)

317.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[masonpop's solution](#)

318.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[masonpop's solution](#)

319.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[masonpop's solution](#)

320.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[masonpop's solution](#)

321.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[masonpop's solution](#)

322.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[masonpop's solution](#)

323.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[masonpop's solution](#)

324.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[masonpop's solution](#)

325.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[masonpop's solution](#)

326.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[masonpop's solution](#)

327.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[masonpop's solution](#)

328.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[masonpop's solution](#)

329.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[masonpop's solution](#)

330.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[masonpop's solution](#)

331.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

332.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[masonpop's solution](#)

333.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-06-18 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[masonpop's solution](#)

334.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[masonpop's solution](#)

335.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2023-02-24 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[masonpop's solution](#)

336.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,222 global accepts · Rating: 1500 · first AC: 2023-02-24 · last AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation
[masonpop's solution](#)

337.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,477 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[masonpop's solution](#)

338.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[masonpop's solution](#)

339.

2196B

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

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[masonpop's solution](#)

340.

2157D

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

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

341.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[masonpop's solution](#)

342.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[masonpop's solution](#)

343.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[masonpop's solution](#)

344.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[masonpop's solution](#)

345.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[masonpop's solution](#)

346.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[masonpop's solution](#)

347.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[masonpop's solution](#)

348.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[masonpop's solution](#)

349.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[masonpop's solution](#)

350.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[masonpop's solution](#)

351.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[masonpop's solution](#)

352.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[masonpop's solution](#)

353.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[masonpop's solution](#)

354.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[masonpop's solution](#)

355.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

greedy, implementation, math

[masonpop's solution](#)

356.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[masonpop's solution](#)

357.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

358.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[masonpop's solution](#)

359.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[masonpop's solution](#)

360.

1920C

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

Quality: 19,916 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[masonpop's solution](#)

361.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-02 · last AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[masonpop's solution](#)

362.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[masonpop's solution](#)

363.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masonpop's solution](#)

364.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

365.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-08-21 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[masonpop's solution](#)

366.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[masonpop's solution](#)

367.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[masonpop's solution](#)

368.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-07-09 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[masonpop's solution](#)

369.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[masonpop's solution](#)

370.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[masonpop's solution](#)

371.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[masonpop's solution](#)

372.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[masonpop's solution](#)

373.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[masonpop's solution](#)

374.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[masonpop's solution](#)

375.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[masonpop's solution](#)

376.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[masonpop's solution](#)

377.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[masonpop's solution](#)

378.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[masonpop's solution](#)

379.

2152D

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

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

380.

2150B

[Grid Counting](#) · [Tutorial](#)

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

381.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[masonpop's solution](#)

382.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[masonpop's solution](#)

383.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[masonpop's solution](#)

384.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[masonpop's solution](#)

385.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[masonpop's solution](#)

386.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[masonpop's solution](#)

387.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[masonpop's solution](#)

388.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[masonpop's solution](#)

389.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[masonpop's solution](#)

390.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[masonpop's solution](#)

391.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[masonpop's solution](#)

392.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[masonpop's solution](#)

393.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[masonpop's solution](#)

394.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[masonpop's solution](#)

395.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[masonpop's solution](#)

396.

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[masonpop's solution](#)

397.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[masonpop's solution](#)

398.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[masonpop's solution](#)

399.

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[masonpop's solution](#)

400.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[masonpop's solution](#)

401.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[masonpop's solution](#)

402.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[masonpop's solution](#)

403.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[masonpop's solution](#)

404.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[masonpop's solution](#)

405.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[masonpop's solution](#)

406.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[masonpop's solution](#)

407.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[masonpop's solution](#)

408.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-29 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[masonpop's solution](#)

409.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[masonpop's solution](#)

410.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[masonpop's solution](#)

411.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[masonpop's solution](#)

412.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[masonpop's solution](#)

413.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[masonpop's solution](#)

414.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[masonpop's solution](#)

415.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[masonpop's solution](#)

416.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[masonpop's solution](#)

417.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[masonpop's solution](#)

418.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[masonpop's solution](#)

419.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[masonpop's solution](#)

420.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[masonpop's solution](#)

421.

2196C1

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

Quality: 3,593 global accepts · 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

[masonpop's solution](#)

422.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[masonpop's solution](#)

423.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[masonpop's solution](#)

424.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[masonpop's solution](#)

425.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[masonpop's solution](#)

426.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[masonpop's solution](#)

427.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[masonpop's solution](#)

428.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[masonpop's solution](#)

429.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[masonpop's solution](#)

430.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[masonpop's solution](#)

431.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[masonpop's solution](#)

432.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[masonpop's solution](#)

433.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[masonpop's solution](#)

434.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[masonpop's solution](#)

435.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[masonpop's solution](#)

436.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[masonpop's solution](#)

437.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[masonpop's solution](#)

438.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[masonpop's solution](#)

439.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[masonpop's solution](#)

440.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[masonpop's solution](#)

441.

1981C

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

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[masonpop's solution](#)

442.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[masonpop's solution](#)

443.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

444.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[masonpop's solution](#)

445.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings
[masonpop's solution](#)

446.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · last AC: 2024-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
[masonpop's solution](#)

447.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[masonpop's solution](#)

448.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[masonpop's solution](#)

449.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[masonpop's solution](#)

450.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[masonpop's solution](#)

451.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings
[masonpop's solution](#)

452.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[masonpop's solution](#)

453.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[masonpop's solution](#)

454.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[masonpop's solution](#)

455.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[masonpop's solution](#)

456.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[masonpop's solution](#)

457.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[masonpop's solution](#)

458.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[masonpop's solution](#)

459.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[masonpop's solution](#)

460.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[masonpop's solution](#)

461.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[masonpop's solution](#)

462.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[masonpop's solution](#)

463.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[masonpop's solution](#)

464.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[masonpop's solution](#)

465.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masonpop's solution](#)

466.

2157E

[Adjusting Drones](#) · [Tutorial](#)

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

[masonpop's solution](#)

467.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[masonpop's solution](#)

468.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[masonpop's solution](#)

469.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[masonpop's solution](#)

470.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[masonpop's solution](#)

471.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[masonpop's solution](#)

472.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[masonpop's solution](#)

473.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[masonpop's solution](#)

474.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[masonpop's solution](#)

475.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[masonpop's solution](#)

476.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[masonpop's solution](#)

477.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[masonpop's solution](#)

478.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[masonpop's solution](#)

479.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[masonpop's solution](#)

480.

1648C

[Tyler and Strings](#) · [Tutorial](#)

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481.

1076E

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482.

2021C2

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483.

463D

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484.

2019D

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Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
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485.

2013D

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Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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486.

2001D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
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487.

2002D1

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488.

1998C

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489.

1991E

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490.

1991D

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491.

1994D

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492.

1989D

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Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
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493.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-05-18 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[masonpop's solution](#)

494.

1977C

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495.

500D

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496.

935D

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497.

261B

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498.

1957D

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499.

1929D

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500.

1946D

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501.

57C

[Array](#) · [Tutorial](#)

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502.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

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503.

1918D

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504.

1922D

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505.

1920D

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506.

1888D2

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Rating: 1900 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

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507.

1882D

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508.

1808C

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509.

1855C2

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Rating: 1900 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

510.

1794D

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511.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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512.

1777D

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Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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513.

1545B

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514.

335B

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515.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
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516.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[masonpop's solution](#)

517.

2201C

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[masonpop's solution](#)

518.

2196C2

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[masonpop's solution](#)

519.

2138C2

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520.

2135C

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Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
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521.

2129C2

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522.

2103D

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523.

2096D

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Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms,

math

[masonpop's solution](#)

524.

1612E

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[masonpop's solution](#)

525.

2085D

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526.

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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527.

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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528.

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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529.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[masonpop's solution](#)

530.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[masonpop's solution](#)

531.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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532.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[masonpop's solution](#)

533.

1763C

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534.

1584D

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535.

337D

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536.

1599C

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537.

2020E

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538.

1622D

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539.

1994E

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540.

1988D

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541.

1987E

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Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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542.

1978E

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543.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[masonpop's solution](#)

544.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[masonpop's solution](#)

545.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

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546.

1951D

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Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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547.

474E

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Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[masonpop's solution](#)

548.

797E

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[masonpop's solution](#)

549.

1936B

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Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

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550.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[masonpop's solution](#)

551.

1905D

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Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

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552.

1872G

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

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-11-06 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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553.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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554.

1796D

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[masonpop's solution](#)

555.

1788D

[Moving Dots](#) · [Tutorial](#)

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556.

1783D

[Different Arrays](#) · [Tutorial](#)

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557.

545E

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558.

2183D2

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559.

2183E

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560.

2159B

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561.

2152E

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562.

2150C

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563.

2135D1

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

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564.

39C

[Moon Craters](#) · [Tutorial](#)

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565.

2124E

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566.

2115B

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567.

2092E

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Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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568.

2074G

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569.

2061F1

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Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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570.

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

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571.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[masonpop's solution](#)

572.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[masonpop's solution](#)

573.

2031E

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

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

[masonpop's solution](#)

574.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[masonpop's solution](#)

575.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[masonpop's solution](#)

576.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[masonpop's solution](#)

577.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-09-06 · last AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

578.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[masonpop's solution](#)

579.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[masonpop's solution](#)

580.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[masonpop's solution](#)

581.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[masonpop's solution](#)

582.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[masonpop's solution](#)

583.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy,

shortest paths

[masonpop's solution](#)

584.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[masonpop's solution](#)

585.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · last AC: 2024-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[masonpop's solution](#)

586.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2024-04-23 · last AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[masonpop's solution](#)

587.

111C

[Petya and Spiders](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, dsu

[masonpop's solution](#)

588.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-26 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[masonpop's solution](#)

589.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[masonpop's solution](#)

590.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[masonpop's solution](#)

591.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[masonpop's solution](#)

592.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[masonpop's solution](#)

593.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[masonpop's solution](#)

594.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[masonpop's solution](#)

595.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[masonpop's solution](#)

596.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[masonpop's solution](#)

597.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[masonpop's solution](#)

598.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[masonpop's solution](#)

599.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[masonpop's solution](#)

600.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[masonpop's solution](#)

601.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[masonpop's solution](#)

602.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[masonpop's solution](#)

603.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[masonpop's solution](#)

604.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[masonpop's solution](#)

605.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[masonpop's solution](#)

606.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[masonpop's solution](#)

607.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[masonpop's solution](#)

608.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[masonpop's solution](#)

609.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[masonpop's solution](#)

610.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[masonpop's solution](#)

611.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[masonpop's solution](#)

612.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

613.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-11-22 · last AC: 2024-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, greedy, sortings

[masonpop's solution](#)

614.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

615.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[masonpop's solution](#)

616.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[masonpop's solution](#)

617.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-11-23 · last AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[masonpop's solution](#)

618.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[masonpop's solution](#)

619.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[masonpop's solution](#)

620.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[masonpop's solution](#)

621.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-08-12 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[masonpop's solution](#)

622.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[masonpop's solution](#)

623.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[masonpop's solution](#)

624.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[masonpop's solution](#)

625.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
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626.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[masonpop's solution](#)

627.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[masonpop's solution](#)

628.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[masonpop's solution](#)

629.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[masonpop's solution](#)

630.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[masonpop's solution](#)

631.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
[masonpop's solution](#)

632.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[masonpop's solution](#)

633.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[masonpop's solution](#)

634.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[masonpop's solution](#)

635.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[masonpop's solution](#)

636.

2085E

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

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[masonpop's solution](#)

637.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[masonpop's solution](#)

638.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[masonpop's solution](#)

639.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[masonpop's solution](#)

640.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[masonpop's solution](#)

641.

1238E

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

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-10-20 · last AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[masonpop's solution](#)

642.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[masonpop's solution](#)

643.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[masonpop's solution](#)

644.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[masonpop's solution](#)

645.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[masonpop's solution](#)

646.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[masonpop's solution](#)

647.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[masonpop's solution](#)

648.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[masonpop's solution](#)

649.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[masonpop's solution](#)

650.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[masonpop's solution](#)

651.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[masonpop's solution](#)

652.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[masonpop's solution](#)

653.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[masonpop's solution](#)

654.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masonpop's solution](#)

655.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[masonpop's solution](#)

656.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[masonpop's solution](#)

657.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[masonpop's solution](#)

658.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[masonpop's solution](#)

659.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[masonpop's solution](#)

660.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[masonpop's solution](#)

661.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masonpop's solution](#)

662.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[masonpop's solution](#)

663.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[masonpop's solution](#)

664.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[masonpop's solution](#)

665.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-07-04 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[masonpop's solution](#)

666.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[masonpop's solution](#)

667.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2022-11-04 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[masonpop's solution](#)

668.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[masonpop's solution](#)

669.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[masonpop's solution](#)

670.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

671.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masonpop's solution](#)

672.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[masonpop's solution](#)

673.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[masonpop's solution](#)

674.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[masonpop's solution](#)

675.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[masonpop's solution](#)

676.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[masonpop's solution](#)

677.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[masonpop's solution](#)

678.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings
[masonpop's solution](#)

679.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[masonpop's solution](#)

680.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[masonpop's solution](#)

681.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-11-25 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[masonpop's solution](#)

682.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[masonpop's solution](#)

683.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[masonpop's solution](#)

684.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[masonpop's solution](#)

685.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[masonpop's solution](#)

686.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[masonpop's solution](#)

687.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
[masonpop's solution](#)

688.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[masonpop's solution](#)

689.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[masonpop's solution](#)

690.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[masonpop's solution](#)

691.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[masonpop's solution](#)

692.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-10 · last AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy
[masonpop's solution](#)

693.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-02-02 · last AC: 2025-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[masonpop's solution](#)

694.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[masonpop's solution](#)

695.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[masonpop's solution](#)

696.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[masonpop's solution](#)

697.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[masonpop's solution](#)

698.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[masonpop's solution](#)

699.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[masonpop's solution](#)

700.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[masonpop's solution](#)

701.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[masonpop's solution](#)

702.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[masonpop's solution](#)

703.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[masonpop's solution](#)

704.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[masonpop's solution](#)

705.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[masonpop's solution](#)

706.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[masonpop's solution](#)

707.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[masonpop's solution](#)

708.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[masonpop's solution](#)

709.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[masonpop's solution](#)

710.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[masonpop's solution](#)

711.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[masonpop's solution](#)

712.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[masonpop's solution](#)

713.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[masonpop's solution](#)

714.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[masonpop's solution](#)

715.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[masonpop's solution](#)

716.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[masonpop's solution](#)

717.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[masonpop's solution](#)

718.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[masonpop's solution](#)

719.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[masonpop's solution](#)

720.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[masonpop's solution](#)

721.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[masonpop's solution](#)

722.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[masonpop's solution](#)

723.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[masonpop's solution](#)

724.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[masonpop's solution](#)

725.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[masonpop's solution](#)

726.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[masonpop's solution](#)

727.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-04-17 · last AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[masonpop's solution](#)

728.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[masonpop's solution](#)

729.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[masonpop's solution](#)

730.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[masonpop's solution](#)

731.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[masonpop's solution](#)

732.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

constructive algorithms, dp, graphs, greedy, math, number theory

[masonpop's solution](#)

733.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[masonpop's solution](#)

734.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[masonpop's solution](#)

735.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[masonpop's solution](#)

736.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-08-22 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[masonpop's solution](#)

737.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[masonpop's solution](#)

738.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[masonpop's solution](#)

739.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[masonpop's solution](#)

740.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[masonpop's solution](#)

741.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[masonpop's solution](#)

742.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[masonpop's solution](#)

743.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[masonpop's solution](#)

744.

2211F

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

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

[masonpop's solution](#)

745.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[masonpop's solution](#)

746.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-12-08 · last AC: 2025-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[masonpop's solution](#)

747.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[masonpop's solution](#)

748.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[masonpop's solution](#)

749.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[masonpop's solution](#)

750.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[masonpop's solution](#)

751.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[masonpop's solution](#)

752.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[masonpop's solution](#)

753.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[masonpop's solution](#)

754.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[masonpop's solution](#)

755.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[masonpop's solution](#)

756.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[masonpop's solution](#)

757.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[masonpop's solution](#)

758.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[masonpop's solution](#)

759.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

760.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[masonpop's solution](#)

761.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-07-05 · last AC: 2024-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[masonpop's solution](#)

762.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[masonpop's solution](#)

763.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[masonpop's solution](#)

764.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[masonpop's solution](#)

765.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[masonpop's solution](#)

766.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[masonpop's solution](#)

767.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[masonpop's solution](#)

768.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[masonpop's solution](#)

769.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[masonpop's solution](#)

770.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[masonpop's solution](#)

771.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[masonpop's solution](#)

772.

2030F

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

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[masonpop's solution](#)

773.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, probabilities

[masonpop's solution](#)

774.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[masonpop's solution](#)

775.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[masonpop's solution](#)

776.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[masonpop's solution](#)

777.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[masonpop's solution](#)

778.

1779E

[Any'a Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2024-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[masonpop's solution](#)

779.

227E

[Anniversary](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: matrices, number theory

[masonpop's solution](#)

780.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[masonpop's solution](#)

781.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[masonpop's solution](#)

782.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[masonpop's solution](#)

783.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
[masonpop's solution](#)

784.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[masonpop's solution](#)

785.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[masonpop's solution](#)

786.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[masonpop's solution](#)

787.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[masonpop's solution](#)

788.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
[masonpop's solution](#)

789.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[masonpop's solution](#)

790.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees
[masonpop's solution](#)

791.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[masonpop's solution](#)

792.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[masonpop's solution](#)

793.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[masonpop's solution](#)

794.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[masonpop's solution](#)

795.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[masonpop's solution](#)

796.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, matrices
[masonpop's solution](#)

797.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[masonpop's solution](#)

798.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[masonpop's solution](#)

799.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[masonpop's solution](#)

800.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[masonpop's solution](#)

801.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees
[masonpop's solution](#)

802.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[masonpop's solution](#)

803.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
[masonpop's solution](#)

804.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[masonpop's solution](#)

805.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
[masonpop's solution](#)

806.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[masonpop's solution](#)

807.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[masonpop's solution](#)

808.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[masonpop's solution](#)

809.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[masonpop's solution](#)

810.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[masonpop's solution](#)

811.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[masonpop's solution](#)

812.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[masonpop's solution](#)

813.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[masonpop's solution](#)

814.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[masonpop's solution](#)

815.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[masonpop's solution](#)

816.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[masonpop's solution](#)

817.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[masonpop's solution](#)

818.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[masonpop's solution](#)

819.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[masonpop's solution](#)

820.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[masonpop's solution](#)

821.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[masonpop's solution](#)

822.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masonpop's solution](#)

823.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[masonpop's solution](#)

824.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[masonpop's solution](#)

825.

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[masonpop's solution](#)

826.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[masonpop's solution](#)

827.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[masonpop's solution](#)

828.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[masonpop's solution](#)

829.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[masonpop's solution](#)

830.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[masonpop's solution](#)

831.

2159D1

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

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

[masonpop's solution](#)

832.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[masonpop's solution](#)

833.

2133E

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

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[masonpop's solution](#)

834.

2125E

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

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[masonpop's solution](#)

835.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[masonpop's solution](#)

836.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[masonpop's solution](#)

837.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[masonpop's solution](#)

838.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masonpop's solution](#)

839.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[masonpop's solution](#)

840.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[masonpop's solution](#)

841.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masonpop's solution](#)

842.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[masonpop's solution](#)

843.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[masonpop's solution](#)

844.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[masonpop's solution](#)

845.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[masonpop's solution](#)

846.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[masonpop's solution](#)

847.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-08-14 · last AC: 2024-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[masonpop's solution](#)

848.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[masonpop's solution](#)

849.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

850.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[masonpop's solution](#)

851.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[masonpop's solution](#)

852.

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · last AC: 2024-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[masonpop's solution](#)

853.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[masonpop's solution](#)

854.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[masonpop's solution](#)

855.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[masonpop's solution](#)

856.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[masonpop's solution](#)

857.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[masonpop's solution](#)

858.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[masonpop's solution](#)

859.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[masonpop's solution](#)

860.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[masonpop's solution](#)

861.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings
[masonpop's solution](#)

862.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[masonpop's solution](#)

863.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-17 · last AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[masonpop's solution](#)

864.

384D

[Volcanoes](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[masonpop's solution](#)

865.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, two pointers
[masonpop's solution](#)

866.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[masonpop's solution](#)

867.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[masonpop's solution](#)

868.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
[masonpop's solution](#)

869.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[masonpop's solution](#)

870.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[masonpop's solution](#)

871.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[masonpop's solution](#)

872.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[masonpop's solution](#)

873.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[masonpop's solution](#)

874.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[masonpop's solution](#)

875.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[masonpop's solution](#)

876.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[masonpop's solution](#)

877.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[masonpop's solution](#)

878.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[masonpop's solution](#)

879.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[masonpop's solution](#)

880.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[masonpop's solution](#)

881.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[masonpop's solution](#)

882.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[masonpop's solution](#)

883.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[masonpop's solution](#)

884.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings
[masonpop's solution](#)

885.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[masonpop's solution](#)

886.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-08-01 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[masonpop's solution](#)

887.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-07-24 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math
[masonpop's solution](#)

888.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[masonpop's solution](#)

889.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees
[masonpop's solution](#)

890.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[masonpop's solution](#)

891.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[masonpop's solution](#)

892.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[masonpop's solution](#)

893.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[masonpop's solution](#)

894.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[masonpop's solution](#)

895.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[masonpop's solution](#)

896.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[masonpop's solution](#)

897.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[masonpop's solution](#)

898.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[masonpop's solution](#)

899.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[masonpop's solution](#)

900.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[masonpop's solution](#)

901.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[masonpop's solution](#)

902.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[masonpop's solution](#)

903.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[masonpop's solution](#)

904.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing

[masonpop's solution](#)

905.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[masonpop's solution](#)

906.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[masonpop's solution](#)

907.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[masonpop's solution](#)

908.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[masonpop's solution](#)

909.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[masonpop's solution](#)

910.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees
[masonpop's solution](#)

911.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[masonpop's solution](#)

912.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[masonpop's solution](#)

913.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[masonpop's solution](#)

914.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees
[masonpop's solution](#)

915.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[masonpop's solution](#)

916.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[masonpop's solution](#)

917.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[masonpop's solution](#)

918.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[masonpop's solution](#)

919.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[masonpop's solution](#)

920.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[masonpop's solution](#)

921.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[masonpop's solution](#)

922.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[masonpop's solution](#)

923.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

924.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[masonpop's solution](#)

925.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[masonpop's solution](#)

926.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[masonpop's solution](#)

927.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[masonpop's solution](#)

928.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[masonpop's solution](#)

929.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[masonpop's solution](#)

930.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[masonpop's solution](#)

931.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices
[masonpop's solution](#)

932.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[masonpop's solution](#)

933.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer
[masonpop's solution](#)

934.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-10-08 · last AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[masonpop's solution](#)

935.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[masonpop's solution](#)

936.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, shortest paths
[masonpop's solution](#)

937.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[masonpop's solution](#)

938.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[masonpop's solution](#)

939.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[masonpop's solution](#)

940.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[masonpop's solution](#)

941.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[masonpop's solution](#)

942.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[masonpop's solution](#)

943.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[masonpop's solution](#)

944.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[masonpop's solution](#)

945.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[masonpop's solution](#)

946.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masonpop's solution](#)

947.

1070L

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

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[masonpop's solution](#)

948.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[masonpop's solution](#)

949.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[masonpop's solution](#)

950.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[masonpop's solution](#)

951.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[masonpop's solution](#)

952.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[masonpop's solution](#)

953.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[masonpop's solution](#)

954.

896C

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

Quality: 4,436 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[masonpop's solution](#)

955.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[masonpop's solution](#)

956.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[masonpop's solution](#)

957.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices
[masonpop's solution](#)

958.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[masonpop's solution](#)

959.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[masonpop's solution](#)

960.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[masonpop's solution](#)

961.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[masonpop's solution](#)

962.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[masonpop's solution](#)

963.

2115C

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

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[masonpop's solution](#)

964.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[masonpop's solution](#)

965.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[masonpop's solution](#)

966.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[masonpop's solution](#)

967.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[masonpop's solution](#)

968.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[masonpop's solution](#)

969.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[masonpop's solution](#)

970.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[masonpop's solution](#)

971.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[masonpop's solution](#)

972.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[masonpop's solution](#)

973.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[masonpop's solution](#)

974.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[masonpop's solution](#)

975.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[masonpop's solution](#)

976.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[masonpop's solution](#)

977.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[masonpop's solution](#)

978.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[masonpop's solution](#)

979.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[masonpop's solution](#)

980.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[masonpop's solution](#)

981.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[masonpop's solution](#)

982.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[masonpop's solution](#)

983.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[masonpop's solution](#)

984.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2024-06-15 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[masonpop's solution](#)

985.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[masonpop's solution](#)

986.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[masonpop's solution](#)

987.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[masonpop's solution](#)

988.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[masonpop's solution](#)

989.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[masonpop's solution](#)

990.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[masonpop's solution](#)

991.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[masonpop's solution](#)

992.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[masonpop's solution](#)

993.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[masonpop's solution](#)

994.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[masonpop's solution](#)

995.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[masonpop's solution](#)

996.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[masonpop's solution](#)

997.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-23 · last AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[masonpop's solution](#)

998.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[masonpop's solution](#)

999.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[masonpop's solution](#)

1000.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[masonpop's solution](#)

1001.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[masonpop's solution](#)**1002.**

2147F

[Exchange Queries · Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[masonpop's solution](#)**1003.**

2127F

[Hamed and AghaBalaSar · Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[masonpop's solution](#)**1004.**

575I

[Robots protection · Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[masonpop's solution](#)**1005.**

1635F

[Closest Pair · Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masonpop's solution](#)**1006.**

762F

[Tree nesting · Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[masonpop's solution](#)**1007.**

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[masonpop's solution](#)**1008.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[masonpop's solution](#)**1009.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[masonpop's solution](#)**1010.**

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-04 · last AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[masonpop's solution](#)

1011.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masonpop's solution](#)

1012.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[masonpop's solution](#)

1013.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[masonpop's solution](#)

1014.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[masonpop's solution](#)

1015.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[masonpop's solution](#)

1016.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[masonpop's solution](#)

1017.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[masonpop's solution](#)

1018.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[masonpop's solution](#)

1019.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[masonpop's solution](#)

1020.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[masonpop's solution](#)

1021.

2031F

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

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[masonpop's solution](#)**1022.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[masonpop's solution](#)**1023.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[masonpop's solution](#)**1024.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[masonpop's solution](#)**1025.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[masonpop's solution](#)**1026.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[masonpop's solution](#)**1027.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[masonpop's solution](#)**1028.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[masonpop's solution](#)**1029.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[masonpop's solution](#)**1030.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[masonpop's solution](#)

1031.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[masonpop's solution](#)

1032.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[masonpop's solution](#)

1033.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-08-24 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[masonpop's solution](#)

1034.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[masonpop's solution](#)

1035.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[masonpop's solution](#)

1036.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[masonpop's solution](#)

1037.

2211G

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

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[masonpop's solution](#)

1038.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[masonpop's solution](#)

1039.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[masonpop's solution](#)

1040.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[masonpop's solution](#)

1041.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[masonpop's solution](#)

1042.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

[masonpop's solution](#)

1043.

2196E1

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

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-13 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[masonpop's solution](#)

1044.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-12-18 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[masonpop's solution](#)

1045.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[masonpop's solution](#)

1046.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[masonpop's solution](#)

1047.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

1048.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[masonpop's solution](#)

1049.

2115D

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

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[masonpop's solution](#)

1050.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[masonpop's solution](#)

1051.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[masonpop's solution](#)

1052.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[masonpop's solution](#)

1053.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[masonpop's solution](#)

1054.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

1055.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[masonpop's solution](#)

1056.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[masonpop's solution](#)

1057.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[masonpop's solution](#)

1058.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[masonpop's solution](#)

1059.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[masonpop's solution](#)

1060.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[masonpop's solution](#)

1061.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[masonpop's solution](#)

1062.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[masonpop's solution](#)

1063.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees
[masonpop's solution](#)

1064.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices
[masonpop's solution](#)

1065.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[masonpop's solution](#)

1066.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[masonpop's solution](#)

1067.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[masonpop's solution](#)

1068.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices
[masonpop's solution](#)

1069.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry
[masonpop's solution](#)

1070.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[masonpop's solution](#)

1071.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, shortest paths, trees

[masonpop's solution](#)

1072.

2196E2

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

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[masonpop's solution](#)

1073.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[masonpop's solution](#)

1074.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[masonpop's solution](#)

1075.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[masonpop's solution](#)

1076.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[masonpop's solution](#)

1077.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[masonpop's solution](#)

1078.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp

[masonpop's solution](#)

1079.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[masonpop's solution](#)

1080.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[masonpop's solution](#)

1081.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[masonpop's solution](#)

1082.

2056F2

[Xor of Median \(Hard Version\) · Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[masonpop's solution](#)

1083.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[masonpop's solution](#)

1084.

2057G

[Secret Message · Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[masonpop's solution](#)

1085.

1076G

[Array Game · Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[masonpop's solution](#)

1086.

264E

[Roadside Trees · Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[masonpop's solution](#)

1087.

364E

[Empty Rectangles · Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-04-17 · last AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[masonpop's solution](#)

1088.

1381D

[The Majestic Brown Tree Snake · Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-11-09 · last AC: 2024-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[masonpop's solution](#)

1089.

1446D2

[Frequency Problem \(Hard Version\) · Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[masonpop's solution](#)

1090.

566C

[Logistical Questions · Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[masonpop's solution](#)

1091.

1392H

[ZS Shuffles Cards · Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[masonpop's solution](#)

1092.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[masonpop's solution](#)**1093.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[masonpop's solution](#)**1094.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings, two pointers

[masonpop's solution](#)**1095.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[masonpop's solution](#)**1096.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)**1097.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[masonpop's solution](#)**1098.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities

[masonpop's solution](#)**1099.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[masonpop's solution](#)**1100.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[masonpop's solution](#)**1101.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[masonpop's solution](#)

1102.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees
[masonpop's solution](#)

1103.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers
[masonpop's solution](#)

1104.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
[masonpop's solution](#)

1105.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[masonpop's solution](#)

1106.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[masonpop's solution](#)

1107.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy
[masonpop's solution](#)

1108.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[masonpop's solution](#)

1109.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[masonpop's solution](#)

1110.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-12-25 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[masonpop's solution](#)

1111.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[masonpop's solution](#)

1112.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[masonpop's solution](#)

1113.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, strings
[masonpop's solution](#)

1114.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities
[masonpop's solution](#)

1115.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[masonpop's solution](#)

1116.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[masonpop's solution](#)

1117.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[masonpop's solution](#)

1118.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[masonpop's solution](#)

1119.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[masonpop's solution](#)

1120.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[masonpop's solution](#)

1121.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: matrices
[masonpop's solution](#)

1122.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide

and conquer, graphs, math

[masonpop's solution](#)

1123.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[masonpop's solution](#)

1124.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[masonpop's solution](#)

1125.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[masonpop's solution](#)

1126.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[masonpop's solution](#)

1127.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[masonpop's solution](#)

1128.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[masonpop's solution](#)

1129.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masonpop's solution](#)

1130.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[masonpop's solution](#)

1131.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[masonpop's solution](#)

1132.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math

[masonpop's solution](#)

1133.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, trees

[masonpop's solution](#)**1134.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[masonpop's solution](#)**1135.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-11-04 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[masonpop's solution](#)**1136.**

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2025-09-25 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[masonpop's solution](#)**1137.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[masonpop's solution](#)**1138.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[masonpop's solution](#)**1139.**

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[masonpop's solution](#)**1140.**

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2025-09-26 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[masonpop's solution](#)**1141.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[masonpop's solution](#)**1142.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

[masonpop's solution](#)

1143.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[masonpop's solution](#)

1144.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[masonpop's solution](#)

1145.

2147H

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

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs
[masonpop's solution](#)

1146.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[masonpop's solution](#)

1147.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[masonpop's solution](#)

1148.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive
[masonpop's solution](#)

1149.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[masonpop's solution](#)

1150.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[masonpop's solution](#)

1151.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[masonpop's solution](#)

1152.

2222G

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

Quality: 156 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[masonpop's solution](#)

1153.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, dsu, graphs, implementation

[masonpop's solution](#)

1154.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[masonpop's solution](#)

1155.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[masonpop's solution](#)

1156.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,759 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[masonpop's solution](#)

1157.

2222B

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

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[masonpop's solution](#)

1158.

2222A

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

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[masonpop's solution](#)

1159.

undefined164

[Airlines](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[masonpop's solution](#)

1160.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special

[masonpop's solution](#)

1161.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[masonpop's solution](#)

1162.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

[masonpop's solution](#)

1163.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[masonpop's solution](#)

1164.

100211I

[Traces](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1165.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1166.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1167.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1168.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1169.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1170.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1171.

100325D

[False RSA](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[masonpop's solution](#)

1172.

100210G

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

Rating: — · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1173.

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1174.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1175.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1176.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1177.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1178.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1179.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1180.

100402D

[Avoiding Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1181.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1182.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1183.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-04-22 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[masonpop's solution](#)

1184.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[masonpop's solution](#)

1185.

103492K

[Jumping Monkey](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[masonpop's solution](#)