

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — max0810

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

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

Filters: none

Count: 500

- 1.**
1779A
[Hall of Fame](#) · [Tutorial](#)
Quality: 24,060 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[max0810's solution](#)
- 2.**
1520B
[Ordinary Numbers](#) · [Tutorial](#)
Quality: 49,636 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[max0810's solution](#)
- 3.**
1729B
[Decode String](#) · [Tutorial](#)
Quality: 32,478 global accepts · Rating: 800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[max0810's solution](#)
- 4.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[max0810's solution](#)
- 5.**
1616A
[Integer Diversity](#) · [Tutorial](#)
Quality: 23,829 global accepts · Rating: 800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[max0810's solution](#)
- 6.**
1690A
[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)
Quality: 35,635 global accepts · Rating: 800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[max0810's solution](#)
- 7.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[max0810's solution](#)
- 8.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[max0810's solution](#)
- 9.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[max0810's solution](#)

10.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[max0810's solution](#)

11.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[max0810's solution](#)

12.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[max0810's solution](#)

13.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[max0810's solution](#)

14.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[max0810's solution](#)

15.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[max0810's solution](#)

16.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[max0810's solution](#)

17.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[max0810's solution](#)

18.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[max0810's solution](#)

19.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[max0810's solution](#)

20.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[max0810's solution](#)

21.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[max0810's solution](#)

22.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math
[max0810's solution](#)

23.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[max0810's solution](#)

24.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[max0810's solution](#)

25.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[max0810's solution](#)

26.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[max0810's solution](#)

27.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[max0810's solution](#)

28.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[max0810's solution](#)

29.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[max0810's solution](#)

30.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[max0810's solution](#)

31.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[max0810's solution](#)

32.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[max0810's solution](#)

33.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[max0810's solution](#)

34.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[max0810's solution](#)

35.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[max0810's solution](#)

36.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[max0810's solution](#)

37.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[max0810's solution](#)

38.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[max0810's solution](#)

39.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[max0810's solution](#)

40.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[max0810's solution](#)

41.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[max0810's solution](#)

42.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[max0810's solution](#)

43.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[max0810's solution](#)

44.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[max0810's solution](#)

45.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[max0810's solution](#)

46.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[max0810's solution](#)

47.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[max0810's solution](#)

48.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[max0810's solution](#)

49.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[max0810's solution](#)

50.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[max0810's solution](#)

51.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[max0810's solution](#)

52.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[max0810's solution](#)

53.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[max0810's solution](#)

54.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[max0810's solution](#)

55.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[max0810's solution](#)

56.

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[max0810's solution](#)

57.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[max0810's solution](#)

58.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[max0810's solution](#)

59.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[max0810's solution](#)

60.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[max0810's solution](#)

61.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[max0810's solution](#)

62.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[max0810's solution](#)

63.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[max0810's solution](#)

64.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[max0810's solution](#)

65.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[max0810's solution](#)

66.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[max0810's solution](#)

67.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[max0810's solution](#)

68.

1585C

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

Quality: 12,823 global accepts · Rating: 1300 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[max0810's solution](#)

69.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[max0810's solution](#)

70.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[max0810's solution](#)

71.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[max0810's solution](#)

72.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[max0810's solution](#)

73.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[max0810's solution](#)

74.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[max0810's solution](#)

75.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[max0810's solution](#)

76.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[max0810's solution](#)

77.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[max0810's solution](#)

78.

2164C

[Dungeon](#) · [Tutorial](#)

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

[max0810's solution](#)

79.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[max0810's solution](#)

80.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[max0810's solution](#)

81.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[max0810's solution](#)

82.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[max0810's solution](#)

83.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[max0810's solution](#)

84.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[max0810's solution](#)

85.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[max0810's solution](#)

86.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[max0810's solution](#)

87.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[max0810's solution](#)

88.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[max0810's solution](#)

89.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[max0810's solution](#)

90.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[max0810's solution](#)

91.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[max0810's solution](#)

92.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[max0810's solution](#)

93.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[max0810's solution](#)

94.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

[max0810's solution](#)

95.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[max0810's solution](#)

96.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[max0810's solution](#)

97.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[max0810's solution](#)

98.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[max0810's solution](#)

99.

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[max0810's solution](#)

100.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[max0810's solution](#)

101.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[max0810's solution](#)

102.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[max0810's solution](#)

103.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[max0810's solution](#)

104.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[max0810's solution](#)

105.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[max0810's solution](#)

106.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[max0810's solution](#)

107.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[max0810's solution](#)

108.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[max0810's solution](#)

109.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[max0810's solution](#)

110.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[max0810's solution](#)

111.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[max0810's solution](#)

112.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[max0810's solution](#)

113.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[max0810's solution](#)

114.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[max0810's solution](#)

115.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[max0810's solution](#)

116.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[max0810's solution](#)

117.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[max0810's solution](#)

118.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[max0810's solution](#)

119.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[max0810's solution](#)

120.

2164D

[Copy String](#) · [Tutorial](#)

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

[max0810's solution](#)

121.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[max0810's solution](#)

122.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[max0810's solution](#)

123.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[max0810's solution](#)

124.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[max0810's solution](#)

125.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[max0810's solution](#)

126.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[max0810's solution](#)

127.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[max0810's solution](#)

128.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[max0810's solution](#)

129.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[max0810's solution](#)

130.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[max0810's solution](#)

131.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[max0810's solution](#)

132.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[max0810's solution](#)

133.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[max0810's solution](#)

134.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, math
[max0810's solution](#)

135.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[max0810's solution](#)

136.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[max0810's solution](#)

137.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[max0810's solution](#)

138.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[max0810's solution](#)

139.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[max0810's solution](#)

140.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[max0810's solution](#)

141.

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
[max0810's solution](#)

142.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[max0810's solution](#)

143.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[max0810's solution](#)

144.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[max0810's solution](#)

145.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[max0810's solution](#)

146.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[max0810's solution](#)

147.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy
[max0810's solution](#)

148.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2025-02-21 · last AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures
[max0810's solution](#)

149.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[max0810's solution](#)

150.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[max0810's solution](#)

151.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[max0810's solution](#)

152.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[max0810's solution](#)

153.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[max0810's solution](#)

154.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[max0810's solution](#)

155.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[max0810's solution](#)

156.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[max0810's solution](#)

157.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[max0810's solution](#)

158.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[max0810's solution](#)

159.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, number theory
[max0810's solution](#)

160.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[max0810's solution](#)

161.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[max0810's solution](#)

162.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[max0810's solution](#)

163.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: games

[max0810's solution](#)

164.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[max0810's solution](#)

165.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2024-02-01 · last AC: 2024-05-07 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[max0810's solution](#)

166.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[max0810's solution](#)

167.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[max0810's solution](#)

168.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[max0810's solution](#)

169.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[max0810's solution](#)

170.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[max0810's solution](#)

171.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[max0810's solution](#)

172.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[max0810's solution](#)

173.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[max0810's solution](#)

174.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[max0810's solution](#)

175.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[max0810's solution](#)

176.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[max0810's solution](#)

177.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[max0810's solution](#)

178.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[max0810's solution](#)

179.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math
[max0810's solution](#)

180.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math
[max0810's solution](#)

181.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2024-02-18 · last AC: 2024-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[max0810's solution](#)

182.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-02-18 · last AC: 2024-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[max0810's solution](#)

183.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[max0810's solution](#)

184.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[max0810's solution](#)

185.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[max0810's solution](#)

186.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[max0810's solution](#)

187.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[max0810's solution](#)

188.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[max0810's solution](#)

189.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[max0810's solution](#)

190.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[max0810's solution](#)

191.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[max0810's solution](#)

192.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[max0810's solution](#)

193.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[max0810's solution](#)

194.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[max0810's solution](#)

195.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[max0810's solution](#)

196.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[max0810's solution](#)

197.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
[max0810's solution](#)

198.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[max0810's solution](#)

199.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[max0810's solution](#)

200.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[max0810's solution](#)

201.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[max0810's solution](#)

202.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[max0810's solution](#)

203.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[max0810's solution](#)

204.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[max0810's solution](#)

205.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[max0810's solution](#)

206.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[max0810's solution](#)

207.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[max0810's solution](#)

208.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[max0810's solution](#)

209.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[max0810's solution](#)

210.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-03-31 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[max0810's solution](#)

211.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[max0810's solution](#)

212.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[max0810's solution](#)

213.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[max0810's solution](#)

214.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[max0810's solution](#)

215.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[max0810's solution](#)

216.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[max0810's solution](#)

217.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[max0810's solution](#)

218.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[max0810's solution](#)

219.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[max0810's solution](#)

220.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[max0810's solution](#)

221.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[max0810's solution](#)

222.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-08-28 · last AC: 2024-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[max0810's solution](#)

223.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[max0810's solution](#)

224.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[max0810's solution](#)

225.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[max0810's solution](#)

226.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[max0810's solution](#)

227.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[max0810's solution](#)

228.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[max0810's solution](#)

229.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[max0810's solution](#)

230.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[max0810's solution](#)

231.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[max0810's solution](#)

232.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[max0810's solution](#)

233.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[max0810's solution](#)

234.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[max0810's solution](#)

235.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
[max0810's solution](#)

236.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[max0810's solution](#)

237.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[max0810's solution](#)

238.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[max0810's solution](#)

239.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation
[max0810's solution](#)

240.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[max0810's solution](#)

241.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[max0810's solution](#)

242.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-05-03 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[max0810's solution](#)

243.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[max0810's solution](#)

244.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-12-22 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[max0810's solution](#)

245.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math
[max0810's solution](#)

246.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[max0810's solution](#)

247.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[max0810's solution](#)

248.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[max0810's solution](#)

249.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp
[max0810's solution](#)

250.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math
[max0810's solution](#)

251.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
[max0810's solution](#)

252.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[max0810's solution](#)

253.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[max0810's solution](#)

254.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[max0810's solution](#)

255.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[max0810's solution](#)

256.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[max0810's solution](#)

257.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[max0810's solution](#)

258.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices

[max0810's solution](#)

259.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, trees

[max0810's solution](#)

260.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[max0810's solution](#)

261.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[max0810's solution](#)

262.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[max0810's solution](#)

263.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[max0810's solution](#)

264.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[max0810's solution](#)

265.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[max0810's solution](#)

266.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[max0810's solution](#)

267.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[max0810's solution](#)

268.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[max0810's solution](#)

269.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[max0810's solution](#)

270.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[max0810's solution](#)

271.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[max0810's solution](#)

272.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[max0810's solution](#)

273.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[max0810's solution](#)

274.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[max0810's solution](#)

275.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[max0810's solution](#)

276.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[max0810's solution](#)

277.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[max0810's solution](#)

278.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-12-05 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[max0810's solution](#)

279.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[max0810's solution](#)

280.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[max0810's solution](#)

281.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[max0810's solution](#)

282.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[max0810's solution](#)

283.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, implementation, math, trees

[max0810's solution](#)

284.

1891E

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

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[max0810's solution](#)

285.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[max0810's solution](#)

286.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[max0810's solution](#)

287.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[max0810's solution](#)

288.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[max0810's solution](#)

289.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[max0810's solution](#)

290.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[max0810's solution](#)

291.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[max0810's solution](#)

292.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[max0810's solution](#)

293.

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[max0810's solution](#)

294.

391

[Tram](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

295.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[max0810's solution](#)

296.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[max0810's solution](#)

297.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[max0810's solution](#)

298.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[max0810's solution](#)

299.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[max0810's solution](#)

300.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[max0810's solution](#)

301.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[max0810's solution](#)

302.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[max0810's solution](#)

303.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[max0810's solution](#)

304.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[max0810's solution](#)

305.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[max0810's solution](#)

306.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[max0810's solution](#)

307.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

308.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-08-16 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[max0810's solution](#)

309.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2024-07-11 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[max0810's solution](#)

310.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-05-06 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[max0810's solution](#)

311.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[max0810's solution](#)

312.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[max0810's solution](#)

313.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[max0810's solution](#)

314.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: math
[max0810's solution](#)

315.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[max0810's solution](#)

316.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[max0810's solution](#)

317.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer
[max0810's solution](#)

318.

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[max0810's solution](#)

319.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[max0810's solution](#)

320.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[max0810's solution](#)

321.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
[max0810's solution](#)

322.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[max0810's solution](#)

323.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[max0810's solution](#)

324.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[max0810's solution](#)

325.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[max0810's solution](#)

326.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities
[max0810's solution](#)

327.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[max0810's solution](#)

328.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[max0810's solution](#)

329.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[max0810's solution](#)

330.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[max0810's solution](#)

331.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[max0810's solution](#)

332.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[max0810's solution](#)

333.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[max0810's solution](#)

334.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[max0810's solution](#)

335.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[max0810's solution](#)

336.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[max0810's solution](#)

337.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[max0810's solution](#)

338.

1070L

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

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[max0810's solution](#)

339.

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

[max0810's solution](#)

340.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[max0810's solution](#)

341.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[max0810's solution](#)

342.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[max0810's solution](#)

343.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[max0810's solution](#)

344.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-11-27 · last AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[max0810's solution](#)

345.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[max0810's solution](#)

346.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[max0810's solution](#)

347.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[max0810's solution](#)

348.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[max0810's solution](#)

349.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[max0810's solution](#)

350.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[max0810's solution](#)

351.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[max0810's solution](#)

352.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[max0810's solution](#)

353.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[max0810's solution](#)

354.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[max0810's solution](#)

355.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation
[max0810's solution](#)

356.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs
[max0810's solution](#)

357.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[max0810's solution](#)

358.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[max0810's solution](#)

359.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[max0810's solution](#)

360.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing
[max0810's solution](#)

361.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[max0810's solution](#)

362.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[max0810's solution](#)

363.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[max0810's solution](#)

364.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[max0810's solution](#)

365.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[max0810's solution](#)

366.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[max0810's solution](#)

367.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-08-22 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[max0810's solution](#)

368.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[max0810's solution](#)

369.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[max0810's solution](#)

370.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[max0810's solution](#)

371.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[max0810's solution](#)

372.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[max0810's solution](#)

373.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[max0810's solution](#)

374.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[max0810's solution](#)

375.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[max0810's solution](#)

376.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[max0810's solution](#)

377.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[max0810's solution](#)

378.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[max0810's solution](#)

379.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[max0810's solution](#)

380.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[max0810's solution](#)

381.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-08-10 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[max0810's solution](#)

382.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[max0810's solution](#)

383.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[max0810's solution](#)

384.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[max0810's solution](#)

385.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[max0810's solution](#)

386.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[max0810's solution](#)

387.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[max0810's solution](#)

388.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[max0810's solution](#)

389.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: strings
[max0810's solution](#)

390.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[max0810's solution](#)

391.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[max0810's solution](#)

392.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees
[max0810's solution](#)

393.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-09-09 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math
[max0810's solution](#)

394.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[max0810's solution](#)

395.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[max0810's solution](#)

396.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[max0810's solution](#)

397.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, number theory

[max0810's solution](#)

398.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[max0810's solution](#)

399.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[max0810's solution](#)

400.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows

[max0810's solution](#)

401.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-09-26 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[max0810's solution](#)

402.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[max0810's solution](#)

403.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[max0810's solution](#)

404.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[max0810's solution](#)

405.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[max0810's solution](#)

406.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-12-13 · last AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[max0810's solution](#)

407.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[max0810's solution](#)

408.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[max0810's solution](#)

409.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[max0810's solution](#)

410.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[max0810's solution](#)

411.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[max0810's solution](#)

412.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[max0810's solution](#)

413.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-02-19 · last AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[max0810's solution](#)

414.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[max0810's solution](#)

415.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy
[max0810's solution](#)

416.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[max0810's solution](#)

417.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[max0810's solution](#)

418.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-04-01 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[max0810's solution](#)

419.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-06 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games
[max0810's solution](#)

420.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[max0810's solution](#)

421.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[max0810's solution](#)

422.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[max0810's solution](#)

423.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[max0810's solution](#)

424.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-01-07 · last AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[max0810's solution](#)

425.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[max0810's solution](#)

426.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[max0810's solution](#)

427.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[max0810's solution](#)

428.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[max0810's solution](#)

429.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[max0810's solution](#)

430.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[max0810's solution](#)

431.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[max0810's solution](#)

432.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-04-05 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[max0810's solution](#)

433.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[max0810's solution](#)

434.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[max0810's solution](#)

435.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[max0810's solution](#)

436.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[max0810's solution](#)

437.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[max0810's solution](#)

438.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[max0810's solution](#)

439.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[max0810's solution](#)

440.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
[max0810's solution](#)

441.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[max0810's solution](#)

442.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[max0810's solution](#)

443.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[max0810's solution](#)

444.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[max0810's solution](#)

445.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[max0810's solution](#)

446.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[max0810's solution](#)

447.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[max0810's solution](#)

448.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[max0810's solution](#)

449.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[max0810's solution](#)

450.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[max0810's solution](#)

451.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees
[max0810's solution](#)

452.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[max0810's solution](#)

453.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry
[max0810's solution](#)

454.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[max0810's solution](#)

455.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[max0810's solution](#)

456.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, trees

[max0810's solution](#)

457.

1515I

[Phoenix and Diamonds](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3400 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[max0810's solution](#)

458.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-11-07 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

459.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[max0810's solution](#)

460.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search

[max0810's solution](#)

461.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[max0810's solution](#)

462.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[max0810's solution](#)

463.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[max0810's solution](#)

464.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[max0810's solution](#)

465.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2026-01-19 · last AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[max0810's solution](#)

466.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[max0810's solution](#)

467.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[max0810's solution](#)

468.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[max0810's solution](#)

469.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[max0810's solution](#)

470.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[max0810's solution](#)

471.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[max0810's solution](#)

472.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[max0810's solution](#)

473.

2048I1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[max0810's solution](#)

474.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[max0810's solution](#)

475.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
[max0810's solution](#)

476.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[max0810's solution](#)

477.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[max0810's solution](#)

478.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

479.

102978E

[Edge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

480.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

481.

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

482.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

483.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

484.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[max0810's solution](#)

485.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

486.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

487.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

488.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

489.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

490.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

491.

102391D

[Container](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

492.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

493.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

494.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

495.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

496.

104065B

[Call Me Call Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[max0810's solution](#)

497.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[max0810's solution](#)

498.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[max0810's solution](#)

499.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[max0810's solution](#)

500.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[max0810's solution](#)