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Unique solved — minstdfx

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

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

Filters: none

Count: 449

- 1.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[minstdfx's solution](#)
- 2.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[minstdfx's solution](#)
- 3.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,734 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[minstdfx's solution](#)
- 4.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[minstdfx's solution](#)
- 5.**
2067A
[Adjacent Digit Sums](#) · [Tutorial](#)
Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[minstdfx's solution](#)
- 6.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
Quality: 21,262 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[minstdfx's solution](#)
- 7.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[minstdfx's solution](#)
- 8.**
1372A
[Omkar and Completion](#) · [Tutorial](#)
Quality: 33,482 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[minstdfx's solution](#)
- 9.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math, number theory

[minstdfx's solution](#)

10.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[minstdfx's solution](#)

11.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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12.

1899A

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

Quality: 92,757 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[minstdfx's solution](#)

13.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[minstdfx's solution](#)

14.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[minstdfx's solution](#)

15.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[minstdfx's solution](#)

16.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[minstdfx's solution](#)

17.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[minstdfx's solution](#)

18.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[minstdfx's solution](#)

19.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[minstdfx's solution](#)

20.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[minstdfx's solution](#)

21.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[minstdfx's solution](#)

22.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[minstdfx's solution](#)

23.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[minstdfx's solution](#)

24.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2019-07-30 · Python 2 (first AC) · Tags: brute force, math

[minstdfx's solution](#)

25.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force

[minstdfx's solution](#)

26.

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, math

[minstdfx's solution](#)

27.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: *special, implementation

[minstdfx's solution](#)

28.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: math

[minstdfx's solution](#)

29.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: implementation, strings

[minstdfx's solution](#)

30.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: implementation

[minstdfx's solution](#)

31.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[minstdfx's solution](#)

32.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy

[minstdfx's solution](#)

33.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[minstdfx's solution](#)

34.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[minstdfx's solution](#)

35.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,244 global accepts · Rating: 900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[minstdfx's solution](#)

36.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[minstdfx's solution](#)

37.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: brute force, geometry

[minstdfx's solution](#)

38.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[minstdfx's solution](#)

39.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[minstdfx's solution](#)

40.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: implementation

[minstdfx's solution](#)

41.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: implementation, math
[minstdfx's solution](#)

42.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[minstdfx's solution](#)

43.

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[minstdfx's solution](#)

44.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[minstdfx's solution](#)

45.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[minstdfx's solution](#)

46.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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47.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[minstdfx's solution](#)

48.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[minstdfx's solution](#)

49.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[minstdfx's solution](#)

50.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[minstdfx's solution](#)

51.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, strings

[minstdfx's solution](#)

52.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dp, math
[minstdfx's solution](#)

53.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, math
[minstdfx's solution](#)

54.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: sortings
[minstdfx's solution](#)

55.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2019-06-07 · PyPy 3 (first AC) · Tags: implementation, math
[minstdfx's solution](#)

56.

2183B

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

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[minstdfx's solution](#)

57.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[minstdfx's solution](#)

58.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[minstdfx's solution](#)

59.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[minstdfx's solution](#)

60.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,867 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
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61.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,361 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[minstdfx's solution](#)

62.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[minstdfx's solution](#)

63.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
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64.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[minstdfx's solution](#)

65.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: implementation
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66.

2196A

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

Quality: 15,826 global accepts · Rating: 1200 · first AC: 2026-02-17 · Python 3 (first AC) · Tags: games, math
[minstdfx's solution](#)

67.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[minstdfx's solution](#)

68.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings
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69.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
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70.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[minstdfx's solution](#)

71.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[minstdfx's solution](#)

72.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[minstdfx's solution](#)

73.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[minstdfx's solution](#)

74.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
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75.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[minstdfx's solution](#)

76.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[minstdfx's solution](#)

77.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: —
[minstdfx's solution](#)

78.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[minstdfx's solution](#)

79.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings
[minstdfx's solution](#)

80.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[minstdfx's solution](#)

81.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[minstdfx's solution](#)

82.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[minstdfx's solution](#)

83.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[minstdfx's solution](#)

84.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,277 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[minstdfx's solution](#)

85.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[minstdfx's solution](#)

86.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[minstdfx's solution](#)

87.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[minstdfx's solution](#)

88.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2019-08-05 · Python 3 (first AC) · Tags: combinatorics, math

[minstdfx's solution](#)

89.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[minstdfx's solution](#)

90.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[minstdfx's solution](#)

91.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[minstdfx's solution](#)

92.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[minstdfx's solution](#)

93.

2067D

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

Rating: 1400 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[minstdfx's solution](#)

94.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
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95.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[minstdfx's solution](#)

96.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[minstdfx's solution](#)

97.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory
[minstdfx's solution](#)

98.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation
[minstdfx's solution](#)

99.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, math
[minstdfx's solution](#)

100.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[minstdfx's solution](#)

101.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers
[minstdfx's solution](#)

102.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[minstdfx's solution](#)

103.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[minstdfx's solution](#)

104.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[minstdfx's solution](#)

105.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[minstdfx's solution](#)

106.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[minstdfx's solution](#)

107.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[minstdfx's solution](#)

108.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[minstdfx's solution](#)

109.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[minstdfx's solution](#)

110.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[minstdfx's solution](#)

111.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[minstdfx's solution](#)

112.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[minstdfx's solution](#)

113.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[minstdfx's solution](#)

114.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[minstdfx's solution](#)

115.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[minstdfx's solution](#)

116.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[minstdfx's solution](#)

117.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[minstdfx's solution](#)

118.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[minstdfx's solution](#)

119.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2019-08-18 · Python 3 (first AC) · Tags: greedy, math

[minstdfx's solution](#)

120.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[minstdfx's solution](#)

121.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math, number theory

[minstdfx's solution](#)

122.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[minstdfx's solution](#)

123.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[minstdfx's solution](#)

124.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math

[minstdfx's solution](#)

125.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[minstdfx's solution](#)

126.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[minstdfx's solution](#)

127.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[minstdfx's solution](#)

128.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[minstdfx's solution](#)

129.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[minstdfx's solution](#)

130.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2025-07-04 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[minstdfx's solution](#)

131.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[minstdfx's solution](#)

132.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[minstdfx's solution](#)

133.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[minstdfx's solution](#)

134.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[minstdfx's solution](#)

135.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[minstdfx's solution](#)

136.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: implementation

[minstdfx's solution](#)

137.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: *special, graph matchings, implementation, trees

[minstdfx's solution](#)

138.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[minstdfx's solution](#)

139.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: *special, implementation

[minstdfx's solution](#)

140.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2019-06-05 · PyPy 2 (first AC) · Tags: *special

[minstdfx's solution](#)

141.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[minstdfx's solution](#)

142.

2189C2

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

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[minstdfx's solution](#)

143.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[minstdfx's solution](#)

144.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, graphs, trees

[minstdfx's solution](#)

145.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[minstdfx's solution](#)

146.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[minstdfx's solution](#)

147.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[minstdfx's solution](#)

148.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[minstdfx's solution](#)

149.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[minstdfx's solution](#)

150.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[minstdfx's solution](#)

151.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[minstdfx's solution](#)

152.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[minstdfx's solution](#)

153.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[minstdfx's solution](#)

154.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[minstdfx's solution](#)

155.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2019-06-05 · PyPy 2 (first AC) · Tags: *special

[minstdfx's solution](#)

156.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[minstdfx's solution](#)

157.

2178E

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

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

[minstdfx's solution](#)

158.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[minstdfx's solution](#)

159.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[minstdfx's solution](#)

160.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[minstdfx's solution](#)

161.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[minstdfx's solution](#)

162.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[minstdfx's solution](#)

163.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[minstdfx's solution](#)

164.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures
[minstdfx's solution](#)

165.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[minstdfx's solution](#)

166.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[minstdfx's solution](#)

167.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[minstdfx's solution](#)

168.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: *special, brute force, implementation
[minstdfx's solution](#)

169.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[minstdfx's solution](#)

170.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, greedy
[minstdfx's solution](#)

171.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[minstdfx's solution](#)

172.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[minstdfx's solution](#)

173.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[minstdfx's solution](#)

174.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[minstdfx's solution](#)

175.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[minstdfx's solution](#)

176.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[minstdfx's solution](#)

177.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[minstdfx's solution](#)

178.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: *special
[minstdfx's solution](#)

179.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[minstdfx's solution](#)

180.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[minstdfx's solution](#)

181.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[minstdfx's solution](#)

182.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[minstdfx's solution](#)

183.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[minstdfx's solution](#)

184.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[minstdfx's solution](#)

185.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[minstdfx's solution](#)

186.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[minstdfx's solution](#)

187.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[minstdfx's solution](#)

188.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[minstdfx's solution](#)

189.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[minstdfx's solution](#)

190.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[minstdfx's solution](#)

191.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[minstdfx's solution](#)

192.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[minstdfx's solution](#)

193.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: fft, number theory

[minstdfx's solution](#)

194.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[minstdfx's solution](#)

195.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[minstdfx's solution](#)

196.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[minstdfx's solution](#)

197.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[minstdfx's solution](#)

198.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[minstdfx's solution](#)

199.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[minstdfx's solution](#)

200.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[minstdfx's solution](#)

201.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[minstdfx's solution](#)

202.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[minstdfx's solution](#)

203.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[minstdfx's solution](#)

204.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-10-25 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[minstdfx's solution](#)

205.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[minstdfx's solution](#)

206.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[minstdfx's solution](#)

207.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[minstdfx's solution](#)

208.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[minstdfx's solution](#)

209.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[minstdfx's solution](#)

210.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[minstdfx's solution](#)

211.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[minstdfx's solution](#)

212.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, implementation

[minstdfx's solution](#)

213.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[minstdfx's solution](#)

214.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[minstdfx's solution](#)

215.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[minstdfx's solution](#)

216.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[minstdfx's solution](#)

217.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[minstdfx's solution](#)

218.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[minstdfx's solution](#)

219.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[minstdfx's solution](#)

220.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[minstdfx's solution](#)

221.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[minstdfx's solution](#)

222.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[minstdfx's solution](#)

223.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[minstdfx's solution](#)

224.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[minstdfx's solution](#)

225.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[minstdfx's solution](#)

226.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[minstdfx's solution](#)

227.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[minstdfx's solution](#)

228.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[minstdfx's solution](#)

229.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[minstdfx's solution](#)

230.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[minstdfx's solution](#)

231.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[minstdfx's solution](#)

232.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[minstdfx's solution](#)

233.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[minstdfx's solution](#)

234.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[minstdfx's solution](#)

235.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities
[minstdfx's solution](#)

236.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[minstdfx's solution](#)

237.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing
[minstdfx's solution](#)

238.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[minstdfx's solution](#)

239.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[minstdfx's solution](#)

240.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[minstdfx's solution](#)

241.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[minstdfx's solution](#)

242.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices
[minstdfx's solution](#)

243.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[minstdfx's solution](#)

244.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[minstdfx's solution](#)

245.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[minstdfx's solution](#)

246.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy
[minstdfx's solution](#)

247.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees
[minstdfx's solution](#)

248.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[minstdfx's solution](#)

249.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[minstdfx's solution](#)

250.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[minstdfx's solution](#)

251.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[minstdfx's solution](#)

252.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation
[minstdfx's solution](#)

253.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory, probabilities
[minstdfx's solution](#)

254.

2115D

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

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[minstdfx's solution](#)

255.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[minstdfx's solution](#)

256.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[minstdfx's solution](#)

257.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[minstdfx's solution](#)

258.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[minstdfx's solution](#)

259.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[minstdfx's solution](#)

260.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[minstdfx's solution](#)

261.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[minstdfx's solution](#)

262.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[minstdfx's solution](#)

263.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[minstdfx's solution](#)

264.

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs

[minstdfx's solution](#)

265.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings
[minstdfx's solution](#)

266.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs
[minstdfx's solution](#)

267.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[minstdfx's solution](#)

268.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[minstdfx's solution](#)

269.

2096F

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

Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[minstdfx's solution](#)

270.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[minstdfx's solution](#)

271.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[minstdfx's solution](#)

272.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[minstdfx's solution](#)

273.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[minstdfx's solution](#)

274.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[minstdfx's solution](#)

275.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, math

[minstdfx's solution](#)

276.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[minstdfx's solution](#)

277.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[minstdfx's solution](#)

278.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[minstdfx's solution](#)

279.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[minstdfx's solution](#)

280.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[minstdfx's solution](#)

281.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[minstdfx's solution](#)

282.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[minstdfx's solution](#)

283.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[minstdfx's solution](#)

284.

2222D

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

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[minstdfx's solution](#)

285.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[minstdfx's solution](#)

286.

2222B

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

Quality: 7,275 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[minstdfx's solution](#)

287.

2222A

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

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[minstdfx's solution](#)

288.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

289.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

290.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

291.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

292.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

293.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

294.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

295.

106084H

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

296.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

297.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

298.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

299.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

300.

106084D

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

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

301.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

302.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

303.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

304.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

305.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

306.

105901C

[One Must Imagine Sisyphus Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

307.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

308.

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

309.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

310.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

311.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

312.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

313.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

314.

105992F

[No explanation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

315.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

316.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

317.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

318.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

319.

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

320.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

321.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

322.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

323.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

324.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

325.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

326.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

327.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

328.

105578G

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

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

329.

105578M

[Obliviate, Then Reincarnate](#) · Tutorial

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

330.

105578E

[Light Up the Grid](#) · Tutorial

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

331.

105578B

[Magical Palette](#) · Tutorial

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

332.

105578D

[Dot Product Game](#) · Tutorial

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

333.

105578J

[Make Them Believe](#) · Tutorial

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

334.

105540L

[The Tower](#) · Tutorial

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

335.

105540H

[Strength](#) · Tutorial

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

336.

105540C

[The Empress](#) · Tutorial

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[minstdfx's solution](#)

337.

105540D

[The Emperor](#) · Tutorial

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

338.

105540E

[The Chariot](#) · Tutorial

Rating: — · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: —
[minstdfx's solution](#)

339.

105540F

[The Hermit](#) · Tutorial

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

340.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

341.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

342.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

343.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

344.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

345.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

346.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

347.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

348.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

349.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

350.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

351.

105484E

[Left Shifting 3](#) · Tutorial

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

352.

105486F

[Double 11](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

353.

105486C

[Chinese Chess](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

354.

105486D

[Closest Derangement](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

355.

105486E

[Disrupting Communications](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

356.

105486I

[Good Partitions](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

357.

105486B

[Athlete Welcome Ceremony](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

358.

105486K

[Magical Set](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

359.

105486J

[Grand Prix of Ballance](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

360.

105486A

[Arrow a Row](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

361.

105486G

[Expanding Array](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

362.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

363.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

364.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

365.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

366.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

367.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

368.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[minstdfx's solution](#)

369.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

370.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

371.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

372.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

373.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

374.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

375.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

376.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

377.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

378.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[minstdfx's solution](#)

379.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

380.

104857C

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

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

381.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

382.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

383.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

384.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

385.

104857F

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

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

386.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

387.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

388.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

389.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

390.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

391.

104821F

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

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

392.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[minstdfx's solution](#)

393.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[minstdfx's solution](#)

394.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[minstdfx's solution](#)

395.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[minstdfx's solution](#)

396.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[minstdfx's solution](#)

397.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[minstdfx's solution](#)

398.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[minstdfx's solution](#)

399.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

400.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

401.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

402.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

403.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

404.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

405.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[minstdfx's solution](#)

406.

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408.

104373D

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436.

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438.

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439.

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441.

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442.

104065M

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443.

104065A

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444.

104065H

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445.

104065C

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Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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446.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: —
[minstdfx's solution](#)

447.

390A

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448.

1145C

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Quality: 832 global accepts · Rating: — · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force
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449.

1145E

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Quality: 443 global accepts · Rating: — · first AC: 2019-06-02 · last AC: 2019-06-02 · GNU C++11 (first AC) · Tags: —
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