

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

<https://cfelitetracker.vercel.app>

Unique solved — mod998244353

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

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

Filters: none

Count: 447

1.

2192A

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

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[mod998244353's solution](#)

2.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mod998244353's solution](#)

3.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,083 global accepts · Rating: 800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[mod998244353's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[mod998244353's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mod998244353's solution](#)

6.

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mod998244353's solution](#)

7.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mod998244353's solution](#)

8.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[mod998244353's solution](#)

9.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[mod998244353's solution](#)

10.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[mod998244353's solution](#)

11.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mod998244353's solution](#)

12.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[mod998244353's solution](#)

13.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[mod998244353's solution](#)

14.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[mod998244353's solution](#)

15.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[mod998244353's solution](#)

16.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[mod998244353's solution](#)

17.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[mod998244353's solution](#)

18.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[mod998244353's solution](#)

19.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[mod998244353's solution](#)

20.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mod998244353's solution](#)

21.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mod998244353's solution](#)

22.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[mod998244353's solution](#)

23.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[mod998244353's solution](#)

24.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mod998244353's solution](#)

25.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[mod998244353's solution](#)

26.

1777A

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

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[mod998244353's solution](#)

27.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[mod998244353's solution](#)

28.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[mod998244353's solution](#)

29.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[mod998244353's solution](#)

30.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mod998244353's solution](#)

31.

1337A

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

Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[mod998244353's solution](#)

32.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: brute force, math
[mod998244353's solution](#)

33.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2020-02-03 · last AC: 2020-02-03 · GNU C++11 (first AC) · Tags: implementation
[mod998244353's solution](#)

34.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[mod998244353's solution](#)

35.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[mod998244353's solution](#)

36.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mod998244353's solution](#)

37.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[mod998244353's solution](#)

38.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mod998244353's solution](#)

39.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[mod998244353's solution](#)

40.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[mod998244353's solution](#)

41.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: implementation
[mod998244353's solution](#)

42.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: implementation
[mod998244353's solution](#)

43.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[mod998244353's solution](#)

44.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[mod998244353's solution](#)

45.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[mod998244353's solution](#)

46.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mod998244353's solution](#)

47.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[mod998244353's solution](#)

48.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[mod998244353's solution](#)

49.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[mod998244353's solution](#)

50.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[mod998244353's solution](#)

51.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[mod998244353's solution](#)

52.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[mod998244353's solution](#)

53.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[mod998244353's solution](#)

54.

1177A

[Digits Sequence \(Easy Edition\) · Tutorial](#)

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: implementation
[mod998244353's solution](#)

55.

1891B

[Deja Vu · Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[mod998244353's solution](#)

56.

1842B

[Tenzing and Books · Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[mod998244353's solution](#)

57.

1827A

[Counting Orders · Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[mod998244353's solution](#)

58.

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[mod998244353's solution](#)

59.

1787B

[Number Factorization · Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[mod998244353's solution](#)

60.

1780B

[GCD Partition · Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[mod998244353's solution](#)

61.

675A

[Infinite Sequence · Tutorial](#)

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: math
[mod998244353's solution](#)

62.

2196A

[Game with a Fraction · Tutorial](#)

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[mod998244353's solution](#)

63.

2174A

[Needle in a Haystack · Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[mod998244353's solution](#)

64.

2182C

[Production of Snowmen · Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[mod998244353's solution](#)

65.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mod998244353's solution](#)

66.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[mod998244353's solution](#)

67.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[mod998244353's solution](#)

68.

1808B

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

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[mod998244353's solution](#)

69.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[mod998244353's solution](#)

70.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[mod998244353's solution](#)

71.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[mod998244353's solution](#)

72.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[mod998244353's solution](#)

73.

2206K

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

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[mod998244353's solution](#)

74.

2201A1

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

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

[mod998244353's solution](#)

- 75.**
2192C
[All-in-one Gun](#) · [Tutorial](#)
Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[mod998244353's solution](#)
- 76.**
2194C
[Secret message](#) · [Tutorial](#)
Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[mod998244353's solution](#)
- 77.**
2176C
[Odd Process](#) · [Tutorial](#)
Quality: 15,727 global accepts · Rating: 1300 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mod998244353's solution](#)
- 78.**
2187A
[Restricted Sorting](#) · [Tutorial](#)
Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mod998244353's solution](#)
- 79.**
2189C1
[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)
Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[mod998244353's solution](#)
- 80.**
1603A
[Di-visible Confusion](#) · [Tutorial](#)
Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mod998244353's solution](#)
- 81.**
1889A
[Qingshan Loves Strings 2](#) · [Tutorial](#)
Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[mod998244353's solution](#)
- 82.**
1844C
[Particles](#) · [Tutorial](#)
Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[mod998244353's solution](#)
- 83.**
1819A
[Constructive Problem](#) · [Tutorial](#)
Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[mod998244353's solution](#)
- 84.**
1815A
[Ian and Array Sorting](#) · [Tutorial](#)
Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[mod998244353's solution](#)

85.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[mod998244353's solution](#)

86.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[mod998244353's solution](#)

87.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[mod998244353's solution](#)

88.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[mod998244353's solution](#)

89.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[mod998244353's solution](#)

90.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[mod998244353's solution](#)

91.

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[mod998244353's solution](#)

92.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[mod998244353's solution](#)

93.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[mod998244353's solution](#)

94.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[mod998244353's solution](#)

95.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[mod998244353's solution](#)

96.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[mod998244353's solution](#)

97.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[mod998244353's solution](#)

98.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[mod998244353's solution](#)

99.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[mod998244353's solution](#)

100.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: *special, implementation

[mod998244353's solution](#)

101.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[mod998244353's solution](#)

102.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[mod998244353's solution](#)

103.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[mod998244353's solution](#)

104.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mod998244353's solution](#)

105.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[mod998244353's solution](#)

106.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[mod998244353's solution](#)

107.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[mod998244353's solution](#)

108.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[mod998244353's solution](#)

109.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[mod998244353's solution](#)

110.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[mod998244353's solution](#)

111.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[mod998244353's solution](#)

112.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: dp, number theory
[mod998244353's solution](#)

113.

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[mod998244353's solution](#)

114.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[mod998244353's solution](#)

115.

2182D

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

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[mod998244353's solution](#)

116.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mod998244353's solution](#)

117.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[mod998244353's solution](#)

118.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[mod998244353's solution](#)

119.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[mod998244353's solution](#)

120.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings
[mod998244353's solution](#)

121.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[mod998244353's solution](#)

122.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[mod998244353's solution](#)

123.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[mod998244353's solution](#)

124.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: combinatorics, math
[mod998244353's solution](#)

125.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mod998244353's solution](#)

126.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: binary search, number theory

[mod998244353's solution](#)

127.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[mod998244353's solution](#)

128.

2206J

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

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mod998244353's solution](#)

129.

2201B

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

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

[mod998244353's solution](#)

130.

2201A2

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

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

[mod998244353's solution](#)

131.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mod998244353's solution](#)

132.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mod998244353's solution](#)

133.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[mod998244353's solution](#)

134.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[mod998244353's solution](#)

135.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2020-02-21 · last AC: 2022-07-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[mod998244353's solution](#)

136.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[mod998244353's solution](#)

137.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dp, greedy, math
[mod998244353's solution](#)

138.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: implementation, math
[mod998244353's solution](#)

139.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[mod998244353's solution](#)

140.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[mod998244353's solution](#)

141.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[mod998244353's solution](#)

142.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
[mod998244353's solution](#)

143.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[mod998244353's solution](#)

144.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[mod998244353's solution](#)

145.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[mod998244353's solution](#)

146.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[mod998244353's solution](#)

147.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[mod998244353's solution](#)

148.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[mod998244353's solution](#)

149.

1852B

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

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

[mod998244353's solution](#)

150.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[mod998244353's solution](#)

151.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[mod998244353's solution](#)

152.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[mod998244353's solution](#)

153.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[mod998244353's solution](#)

154.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[mod998244353's solution](#)

155.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[mod998244353's solution](#)

156.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: number theory

[mod998244353's solution](#)

157.

33C

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

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy

[mod998244353's solution](#)

158.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mod998244353's solution](#)

159.

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[mod998244353's solution](#)

160.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[mod998244353's solution](#)

161.

1891D

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

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

[mod998244353's solution](#)

162.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[mod998244353's solution](#)

163.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[mod998244353's solution](#)

164.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[mod998244353's solution](#)

165.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[mod998244353's solution](#)

166.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[mod998244353's solution](#)

167.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[mod998244353's solution](#)

168.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[mod998244353's solution](#)

169.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[mod998244353's solution](#)

170.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[mod998244353's solution](#)

171.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[mod998244353's solution](#)

172.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[mod998244353's solution](#)

173.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[mod998244353's solution](#)

174.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[mod998244353's solution](#)

175.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: *special

[mod998244353's solution](#)

176.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[mod998244353's solution](#)

177.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[mod998244353's solution](#)

178.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[mod998244353's solution](#)

179.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[mod998244353's solution](#)

180.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[mod998244353's solution](#)

181.

2194E

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

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[mod998244353's solution](#)

182.

1893C

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

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

[mod998244353's solution](#)

183.

1891F

[A Growing Tree](#) · [Tutorial](#)

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

[mod998244353's solution](#)

184.

1889C1

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

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

[mod998244353's solution](#)

185.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[mod998244353's solution](#)

186.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[mod998244353's solution](#)

187.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[mod998244353's solution](#)

188.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[mod998244353's solution](#)

189.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[mod998244353's solution](#)

190.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[mod998244353's solution](#)

191.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[mod998244353's solution](#)

192.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dp, math

[mod998244353's solution](#)

193.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2020-02-12 · last AC: 2020-02-12 · GNU C++11 (first AC) · Tags: geometry, implementation

[mod998244353's solution](#)

194.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[mod998244353's solution](#)

195.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[mod998244353's solution](#)

196.

2192E

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

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[mod998244353's solution](#)

197.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[mod998244353's solution](#)

198.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[mod998244353's solution](#)

199.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[mod998244353's solution](#)

200.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[mod998244353's solution](#)

201.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[mod998244353's solution](#)

202.

1808D

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

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[mod998244353's solution](#)

203.

1778D

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

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[mod998244353's solution](#)

204.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mod998244353's solution](#)

205.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[mod998244353's solution](#)

206.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[mod998244353's solution](#)

207.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[mod998244353's solution](#)

208.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: geometry, math

[mod998244353's solution](#)

209.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[mod998244353's solution](#)

210.

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

[mod998244353's solution](#)

211.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-07-23 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[mod998244353's solution](#)

212.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[mod998244353's solution](#)

213.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[mod998244353's solution](#)

214.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[mod998244353's solution](#)

215.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-19 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[mod998244353's solution](#)

216.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[mod998244353's solution](#)

217.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[mod998244353's solution](#)

218.

1786E

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

Quality: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[mod998244353's solution](#)

219.

1045G

[AI robots · Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[mod998244353's solution](#)

220.

981E

[Addition on Segments · Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[mod998244353's solution](#)

221.

280C

[Game on Tree · Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[mod998244353's solution](#)

222.

86D

[Powerful array · Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[mod998244353's solution](#)

223.

45G

[Prime Problem · Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: number theory

[mod998244353's solution](#)

224.

13C

[Sequence · Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: dp, sortings

[mod998244353's solution](#)

225.

2194F1

[Again Trees... \(Easy Version\) · Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[mod998244353's solution](#)

226.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[mod998244353's solution](#)

227.

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[mod998244353's solution](#)

228.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[mod998244353's solution](#)

229.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[mod998244353's solution](#)

230.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[mod998244353's solution](#)

231.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[mod998244353's solution](#)

232.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[mod998244353's solution](#)

233.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[mod998244353's solution](#)

234.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[mod998244353's solution](#)

235.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[mod998244353's solution](#)

236.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[mod998244353's solution](#)

237.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: games

[mod998244353's solution](#)

238.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: dp, sortings

[mod998244353's solution](#)

239.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[mod998244353's solution](#)

240.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[mod998244353's solution](#)

241.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[mod998244353's solution](#)

242.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[mod998244353's solution](#)

243.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[mod998244353's solution](#)

244.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[mod998244353's solution](#)

245.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[mod998244353's solution](#)

246.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[mod998244353's solution](#)

247.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[mod998244353's solution](#)

248.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[mod998244353's solution](#)

249.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[mod998244353's solution](#)

250.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[mod998244353's solution](#)

251.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[mod998244353's solution](#)

252.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[mod998244353's solution](#)

253.

1780E

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

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[mod998244353's solution](#)

254.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[mod998244353's solution](#)

255.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[mod998244353's solution](#)

256.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[mod998244353's solution](#)

257.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures,

dp, graphs, implementation, sortings

[mod998244353's solution](#)

258.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[mod998244353's solution](#)

259.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[mod998244353's solution](#)

260.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-03-19 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[mod998244353's solution](#)

261.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[mod998244353's solution](#)

262.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[mod998244353's solution](#)

263.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[mod998244353's solution](#)

264.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[mod998244353's solution](#)

265.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[mod998244353's solution](#)

266.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[mod998244353's solution](#)

267.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[mod998244353's solution](#)

268.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[mod998244353's solution](#)

269.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings
[mod998244353's solution](#)

270.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees
[mod998244353's solution](#)

271.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[mod998244353's solution](#)

272.

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
[mod998244353's solution](#)

273.

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
[mod998244353's solution](#)

274.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[mod998244353's solution](#)

275.

2201D

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

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[mod998244353's solution](#)

276.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
[mod998244353's solution](#)

277.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[mod998244353's solution](#)

278.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[mod998244353's solution](#)

279.

1891E

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

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[mod998244353's solution](#)

280.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy
[mod998244353's solution](#)

281.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[mod998244353's solution](#)

282.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[mod998244353's solution](#)

283.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[mod998244353's solution](#)

284.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[mod998244353's solution](#)

285.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
[mod998244353's solution](#)

286.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[mod998244353's solution](#)

287.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph

matchings, graphs

[mod998244353's solution](#)

288.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[mod998244353's solution](#)

289.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[mod998244353's solution](#)

290.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[mod998244353's solution](#)

291.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-02 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[mod998244353's solution](#)

292.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mod998244353's solution](#)

293.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[mod998244353's solution](#)

294.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[mod998244353's solution](#)

295.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[mod998244353's solution](#)

296.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[mod998244353's solution](#)

297.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · last AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation, interactive

[mod998244353's solution](#)

298.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[mod998244353's solution](#)

299.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[mod998244353's solution](#)

300.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[mod998244353's solution](#)

301.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[mod998244353's solution](#)

302.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[mod998244353's solution](#)

303.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[mod998244353's solution](#)

304.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: dp, number theory

[mod998244353's solution](#)

305.

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

[mod998244353's solution](#)

306.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[mod998244353's solution](#)

307.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[mod998244353's solution](#)

308.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees
[mod998244353's solution](#)

309.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[mod998244353's solution](#)

310.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures
[mod998244353's solution](#)

311.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[mod998244353's solution](#)

312.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[mod998244353's solution](#)

313.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[mod998244353's solution](#)

314.

1153F

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

Quality: 931 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[mod998244353's solution](#)

315.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
[mod998244353's solution](#)

316.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[mod998244353's solution](#)

317.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[mod998244353's solution](#)

318.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees
[mod998244353's solution](#)

319.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[mod998244353's solution](#)

320.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[mod998244353's solution](#)

321.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[mod998244353's solution](#)

322.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[mod998244353's solution](#)

323.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[mod998244353's solution](#)

324.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[mod998244353's solution](#)

325.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[mod998244353's solution](#)

326.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[mod998244353's solution](#)

327.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[mod998244353's solution](#)

328.

152D

[Frames](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2600 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[mod998244353's solution](#)

329.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[mod998244353's solution](#)

330.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[mod998244353's solution](#)

331.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dp

[mod998244353's solution](#)

332.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[mod998244353's solution](#)

333.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[mod998244353's solution](#)

334.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[mod998244353's solution](#)

335.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[mod998244353's solution](#)

336.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[mod998244353's solution](#)

337.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[mod998244353's solution](#)

338.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[mod998244353's solution](#)

339.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[mod998244353's solution](#)

340.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[mod998244353's solution](#)

341.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing
[mod998244353's solution](#)

342.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[mod998244353's solution](#)

343.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities
[mod998244353's solution](#)

344.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math
[mod998244353's solution](#)

345.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[mod998244353's solution](#)

346.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[mod998244353's solution](#)

347.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[mod998244353's solution](#)

348.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[mod998244353's solution](#)

349.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[mod998244353's solution](#)

350.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[mod998244353's solution](#)

351.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[mod998244353's solution](#)

352.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp
[mod998244353's solution](#)

353.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[mod998244353's solution](#)

354.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-16 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[mod998244353's solution](#)

355.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees
[mod998244353's solution](#)

356.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[mod998244353's solution](#)

357.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[mod998244353's solution](#)

358.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[mod998244353's solution](#)

359.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[mod998244353's solution](#)

360.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[mod998244353's solution](#)

361.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[mod998244353's solution](#)

362.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[mod998244353's solution](#)

363.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[mod998244353's solution](#)

364.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[mod998244353's solution](#)

365.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[mod998244353's solution](#)

366.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing
[mod998244353's solution](#)

367.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings
[mod998244353's solution](#)

368.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures
[mod998244353's solution](#)

369.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[mod998244353's solution](#)

370.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[mod998244353's solution](#)

371.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[mod998244353's solution](#)

372.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[mod998244353's solution](#)

373.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle
[mod998244353's solution](#)

374.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[mod998244353's solution](#)

375.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp
[mod998244353's solution](#)

376.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
[mod998244353's solution](#)

377.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[mod998244353's solution](#)

378.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[mod998244353's solution](#)

379.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[mod998244353's solution](#)

380.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[mod998244353's solution](#)

381.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures
[mod998244353's solution](#)

382.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees
[mod998244353's solution](#)

383.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[mod998244353's solution](#)

384.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[mod998244353's solution](#)

385.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[mod998244353's solution](#)

386.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[mod998244353's solution](#)

387.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-08-18 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices
[mod998244353's solution](#)

388.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[mod998244353's solution](#)

389.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[mod998244353's solution](#)

390.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[mod998244353's solution](#)

391.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[mod998244353's solution](#)

392.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
[mod998244353's solution](#)

393.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[mod998244353's solution](#)

394.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees
[mod998244353's solution](#)

395.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[mod998244353's solution](#)

396.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[mod998244353's solution](#)

397.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[mod998244353's solution](#)

398.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[mod998244353's solution](#)

399.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[mod998244353's solution](#)

400.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mod998244353's solution](#)

401.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[mod998244353's solution](#)

402.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[mod998244353's solution](#)

403.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[mod998244353's solution](#)

404.

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

405.

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

406.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

407.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

408.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

409.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

410.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

411.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

412.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

413.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

414.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

415.

105588M

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

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

416.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

417.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

418.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

419.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

420.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

421.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

422.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

423.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

424.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

425.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

426.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

427.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

428.

105578A

[Safety First](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

429.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

430.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

431.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

432.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

433.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[mod998244353's solution](#)

434.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

435.

105657M

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

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

436.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

437.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

438.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[mod998244353's solution](#)

439.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[mod998244353's solution](#)

440.

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[mod998244353's solution](#)

441.

103652F

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[mod998244353's solution](#)

442.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[mod998244353's solution](#)

443.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[mod998244353's solution](#)

444.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[mod998244353's solution](#)

445.

100201A

[Ackerman's Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[mod998244353's solution](#)

446.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-08 · last AC: 2020-04-08 · GNU C++11 (first AC) · Tags: *special, math, number theory

[mod998244353's solution](#)

447.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: *special, implementation

[mod998244353's solution](#)