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Unique solved — mrthimote

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

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Count: 797

- 1.**
2217A
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- 2.**
2211A
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- 3.**
2207A
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- 4.**
2183A
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- 5.**
2178A
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- 6.**
2180B
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- 7.**
2180A
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Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
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- 8.**
1776A
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- 9.**
2164A
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2161A
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11.

2145A

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12.

2152A

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13.

2147A

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14.

2131B

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15.

2131A

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16.

2144A

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17.

2127A

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18.

2122A

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19.

2062A

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20.

2063A

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21.

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2048A

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25.

2034A

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26.

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27.

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28.

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29.

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30.

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31.

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32.

1995A

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33.

1987A

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34.

1994A

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35.

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36.

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37.

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38.

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39.

1975A

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41.

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42.

1946A

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1942A

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44.

1956B

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45.

1956A

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46.

1861A

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47.

1864A

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48.

1858A

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49.

1859A

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50.

1855A

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51.

1849A

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52.

1853A

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53.

1844A

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54.

1842A

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55.

1836A

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56.

1834A

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57.

1804A

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58.

1793A

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59.

1783A

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60.

1761A

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61.

1747A

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62.

1740B

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63.

1740A

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64.

1754A

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65.

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66.

1744A

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67.

1735A

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68.

2178B

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69.

2062B

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70.

2048B

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71.

2026A

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72.

1988B

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73.

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math

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74.

1990A

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75.

1973A

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76.

1954A

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77.

1855B

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78.

1848A

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79.

1747B

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80.

2217B

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81.

1A

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82.

2164B

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83.

2145B

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84.

2147B

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85.

2144B

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

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86.

1906A

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87.

2034B

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88.

2039B

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89.

2004B

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90.

2002B

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91.

1987B

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92.

1986B

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93.

1979B

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- 94.**
1975B
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1861B
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- 96.**
1858C
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- 99.**
1844B
[Permutations & Primes](#) · [Tutorial](#)
Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mrthimote's solution](#)
- 100.**
1834B
[Maximum Strength](#) · [Tutorial](#)
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mrthimote's solution](#)
- 101.**
1804B
[Vaccination](#) · [Tutorial](#)
Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[mrthimote's solution](#)
- 102.**
1770A
[Koxia and Whiteboards](#) · [Tutorial](#)
Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[mrthimote's solution](#)
- 103.**
2211B
[Mickey Mouse Constructive](#) · [Tutorial](#)
Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[mrthimote's solution](#)
- 104.**
2183B
[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mrthimote's solution](#)

105.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mrthimote's solution](#)

106.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mrthimote's solution](#)

107.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mrthimote's solution](#)

108.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[mrthimote's solution](#)

109.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mrthimote's solution](#)

110.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mrthimote's solution](#)

111.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[mrthimote's solution](#)

112.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mrthimote's solution](#)

113.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mrthimote's solution](#)

114.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-21 · Kotlin 1.7 (first AC) · Tags: *special, dp

[mrthimote's solution](#)

115.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[mrthimote's solution](#)

116.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mrthimote's solution](#)

117.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mrthimote's solution](#)

118.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[mrthimote's solution](#)

119.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mrthimote's solution](#)

120.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mrthimote's solution](#)

121.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[mrthimote's solution](#)

122.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[mrthimote's solution](#)

123.

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[mrthimote's solution](#)

124.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mrthimote's solution](#)

125.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[mrthimote's solution](#)

126.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mrthimote's solution](#)

127.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[mrthimote's solution](#)

128.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[mrthimote's solution](#)

129.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[mrthimote's solution](#)

130.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[mrthimote's solution](#)

131.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mrthimote's solution](#)

132.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[mrthimote's solution](#)

133.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[mrthimote's solution](#)

134.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mrthimote's solution](#)

135.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[mrthimote's solution](#)

136.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[mrthimote's solution](#)

137.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[mrthimote's solution](#)

138.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[mrthimote's solution](#)

139.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mrthimote's solution](#)

140.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[mrthimote's solution](#)

141.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[mrthimote's solution](#)

142.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[mrthimote's solution](#)

143.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[mrthimote's solution](#)

144.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[mrthimote's solution](#)

145.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[mrthimote's solution](#)

146.

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[mrthimote's solution](#)

147.

2165A

[Cyclic Merging · Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mrthimote's solution](#)

148.

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[mrthimote's solution](#)

149.

2145C

[Monocarp's String · Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[mrthimote's solution](#)

150.

2152B

[Catching the Krug · Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[mrthimote's solution](#)

151.

2144C

[Non-Descending Arrays · Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mrthimote's solution](#)

152.

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[mrthimote's solution](#)

153.

2129A

[Double Perspective · Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[mrthimote's solution](#)

154.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mrthimote's solution](#)

155.

2041A

[The Bento Box Adventure · Tutorial](#)

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[mrthimote's solution](#)

156.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[mrthimote's solution](#)

157.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[mrthimote's solution](#)

158.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mrthimote's solution](#)

159.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mrthimote's solution](#)

160.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mrthimote's solution](#)

161.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[mrthimote's solution](#)

162.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mrthimote's solution](#)

163.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[mrthimote's solution](#)

164.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[mrthimote's solution](#)

165.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[mrthimote's solution](#)

166.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[mrthimote's solution](#)

167.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[mrthimote's solution](#)

168.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[mrthimote's solution](#)

169.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,119 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mrthimote's solution](#)

170.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[mrthimote's solution](#)

171.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[mrthimote's solution](#)

172.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[mrthimote's solution](#)

173.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[mrthimote's solution](#)

174.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[mrthimote's solution](#)

175.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mrthimote's solution](#)

176.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[mrthimote's solution](#)

177.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mrthimote's solution](#)

178.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[mrthimote's solution](#)

179.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-21 · Kotlin 1.7 (first AC) · Tags: *special, math

[mrthimote's solution](#)

180.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[mrthimote's solution](#)

181.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[mrthimote's solution](#)

182.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mrthimote's solution](#)

183.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[mrthimote's solution](#)

184.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mrthimote's solution](#)

185.

2183C

[War Strategy](#) · [Tutorial](#)

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

[mrthimote's solution](#)

186.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[mrthimote's solution](#)

187.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[mrthimote's solution](#)

188.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[mrthimote's solution](#)

189.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[mrthimote's solution](#)

190.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[mrthimote's solution](#)

191.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[mrthimote's solution](#)

192.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings
[mrthimote's solution](#)

193.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[mrthimote's solution](#)

194.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-21 · Kotlin 1.7 (first AC) · Tags: *special
[mrthimote's solution](#)

195.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[mrthimote's solution](#)

196.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mrthimote's solution](#)

197.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mrthimote's solution](#)

198.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[mrthimote's solution](#)

199.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[mrthimote's solution](#)

200.

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[mrthimote's solution](#)

201.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mrthimote's solution](#)

202.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[mrthimote's solution](#)

203.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mrthimote's solution](#)

204.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[mrthimote's solution](#)

205.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[mrthimote's solution](#)

206.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[mrthimote's solution](#)

207.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[mrthimote's solution](#)

208.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-21 · Kotlin 1.7 (first AC) · Tags: *special

[mrthimote's solution](#)

209.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[mrthimote's solution](#)

210.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mrthimote's solution](#)

211.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[mrthimote's solution](#)

212.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[mrthimote's solution](#)

213.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[mrthimote's solution](#)

214.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mrthimote's solution](#)

215.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[mrthimote's solution](#)

216.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[mrthimote's solution](#)

217.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[mrthimote's solution](#)

218.

1792D

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

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[mrthimote's solution](#)

219.

1999G2

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

Quality: 11,028 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[mrthimote's solution](#)

220.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[mrthimote's solution](#)

221.

1743D

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

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities

[mrthimote's solution](#)

222.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[mrthimote's solution](#)

223.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mrthimote's solution](#)

224.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mrthimote's solution](#)

225.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[mrthimote's solution](#)

226.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[mrthimote's solution](#)

227.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mrthimote's solution](#)

228.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[mrthimote's solution](#)

229.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[mrthimote's solution](#)

230.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mrthimote's solution](#)

231.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[mrthimote's solution](#)

232.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[mrthimote's solution](#)

233.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mrthimote's solution](#)

234.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[mrthimote's solution](#)

235.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[mrthimote's solution](#)

236.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[mrthimote's solution](#)

237.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[mrthimote's solution](#)

238.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[mrthimote's solution](#)

239.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[mrthimote's solution](#)

240.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mrthimote's solution](#)

241.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[mrthimote's solution](#)

242.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[mrthimote's solution](#)

243.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[mrthimote's solution](#)

244.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mrthimote's solution](#)

245.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[mrthimote's solution](#)

246.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[mrthimote's solution](#)

247.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[mrthimote's solution](#)

248.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[mrthimote's solution](#)

249.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mrthimote's solution](#)

250.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[mrthimote's solution](#)

251.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[mrthimote's solution](#)

252.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mrthimote's solution](#)

253.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[mrthimote's solution](#)

254.

1851F

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

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[mrthimote's solution](#)

255.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[mrthimote's solution](#)

256.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[mrthimote's solution](#)

257.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[mrthimote's solution](#)

258.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[mrthimote's solution](#)

259.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[mrthimote's solution](#)

260.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[mrthimote's solution](#)

261.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[mrthimote's solution](#)

262.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[mrthimote's solution](#)

263.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[mrthimote's solution](#)

264.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[mrthimote's solution](#)

265.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mrthimote's solution](#)

266.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mrthimote's solution](#)

267.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[mrthimote's solution](#)

268.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[mrthimote's solution](#)

269.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[mrthimote's solution](#)

270.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[mrthimote's solution](#)

271.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[mrthimote's solution](#)

272.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[mrthimote's solution](#)

273.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[mrthimote's solution](#)

274.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[mrthimote's solution](#)

275.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[mrthimote's solution](#)

276.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[mrthimote's solution](#)

277.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[mrthimote's solution](#)

278.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[mrthimote's solution](#)

279.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[mrthimote's solution](#)

280.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[mrthimote's solution](#)

281.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[mrthimote's solution](#)

282.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[mrthimote's solution](#)

283.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[mrthimote's solution](#)

284.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
[mrthimote's solution](#)

285.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mrthimote's solution](#)

286.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[mrthimote's solution](#)

287.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[mrthimote's solution](#)

288.

2217D

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

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[mrthimote's solution](#)

289.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[mrthimote's solution](#)

290.

2190B2

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

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

291.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[mrthimote's solution](#)

292.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees
[mrthimote's solution](#)

293.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[mrthimote's solution](#)

294.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[mrthimote's solution](#)

295.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[mrthimote's solution](#)

296.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[mrthimote's solution](#)

297.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings
[mrthimote's solution](#)

298.

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

299.

2180C

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

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

300.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[mrthimote's solution](#)

301.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers
[mrthimote's solution](#)

302.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[mrthimote's solution](#)

303.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[mrthimote's solution](#)

304.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[mrthimote's solution](#)

305.

1759G

[Restore the Permutation](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[mrthimote's solution](#)

306.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[mrthimote's solution](#)

307.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation

[mrthimote's solution](#)

308.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[mrthimote's solution](#)

309.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[mrthimote's solution](#)

310.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[mrthimote's solution](#)

311.

2138B

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

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[mrthimote's solution](#)

312.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[mrthimote's solution](#)

313.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[mrthimote's solution](#)

314.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games,

graphs, greedy, trees

[mrthimote's solution](#)

315.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[mrthimote's solution](#)

316.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[mrthimote's solution](#)

317.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[mrthimote's solution](#)

318.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[mrthimote's solution](#)

319.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[mrthimote's solution](#)

320.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[mrthimote's solution](#)

321.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[mrthimote's solution](#)

322.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings

[mrthimote's solution](#)

323.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[mrthimote's solution](#)

324.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[mrthimote's solution](#)

325.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mrthimote's solution](#)

326.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mrthimote's solution](#)

327.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[mrthimote's solution](#)

328.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[mrthimote's solution](#)

329.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[mrthimote's solution](#)

330.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[mrthimote's solution](#)

331.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[mrthimote's solution](#)

332.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mrthimote's solution](#)

333.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[mrthimote's solution](#)

334.

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[mrthimote's solution](#)

335.

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[mrthimote's solution](#)

336.

1974F

[Cutting Game · Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[mrthimote's solution](#)

337.

1946D

[Birthday Gift · Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[mrthimote's solution](#)

338.

420C

[Bug in Code · Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[mrthimote's solution](#)

339.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[mrthimote's solution](#)

340.

1834D

[Survey in Class · Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[mrthimote's solution](#)

341.

2217E

[Definitely Larger · Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[mrthimote's solution](#)

342.

2178E

[Flatten or Concatenate · Tutorial](#)

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

[mrthimote's solution](#)

343.

2114F

[Small Operations · Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs

and similar, dp, math, number theory, sortings

[mrthimote's solution](#)

344.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[mrthimote's solution](#)

345.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[mrthimote's solution](#)

346.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mrthimote's solution](#)

347.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[mrthimote's solution](#)

348.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mrthimote's solution](#)

349.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[mrthimote's solution](#)

350.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[mrthimote's solution](#)

351.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mrthimote's solution](#)

352.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[mrthimote's solution](#)

353.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[mrthimote's solution](#)

354.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[mrthimote's solution](#)

355.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[mrthimote's solution](#)

356.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mrthimote's solution](#)

357.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[mrthimote's solution](#)

358.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[mrthimote's solution](#)

359.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[mrthimote's solution](#)

360.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[mrthimote's solution](#)

361.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mrthimote's solution](#)

362.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mrthimote's solution](#)

363.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[mrthimote's solution](#)

364.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[mrthimote's solution](#)

365.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mrthimote's solution](#)

366.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[mrthimote's solution](#)

367.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[mrthimote's solution](#)

368.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[mrthimote's solution](#)

369.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings

[mrthimote's solution](#)

370.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mrthimote's solution](#)

371.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[mrthimote's solution](#)

372.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[mrthimote's solution](#)

373.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs
[mrthimote's solution](#)

374.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[mrthimote's solution](#)

375.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[mrthimote's solution](#)

376.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[mrthimote's solution](#)

377.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[mrthimote's solution](#)

378.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[mrthimote's solution](#)

379.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[mrthimote's solution](#)

380.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[mrthimote's solution](#)

381.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[mrthimote's solution](#)

382.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[mrthimote's solution](#)

383.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[mrthimote's solution](#)

384.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2023-03-08 · last AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[mrthimote's solution](#)

385.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[mrthimote's solution](#)

386.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[mrthimote's solution](#)

387.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mrthimote's solution](#)

388.

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mrthimote's solution](#)

389.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[mrthimote's solution](#)

390.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[mrthimote's solution](#)

391.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mrthimote's solution](#)

392.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[mrthimote's solution](#)

393.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[mrthimote's solution](#)

394.

1811G1

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

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mrthimote's solution](#)

395.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[mrthimote's solution](#)

396.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[mrthimote's solution](#)

397.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[mrthimote's solution](#)

398.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[mrthimote's solution](#)

399.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[mrthimote's solution](#)

400.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[mrthimote's solution](#)

401.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[mrthimote's solution](#)

402.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math
[mrthimote's solution](#)

403.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[mrthimote's solution](#)

404.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[mrthimote's solution](#)

405.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-11-17 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[mrthimote's solution](#)

406.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[mrthimote's solution](#)

407.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[mrthimote's solution](#)

408.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[mrthimote's solution](#)

409.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[mrthimote's solution](#)

410.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
[mrthimote's solution](#)

411.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[mrthimote's solution](#)

412.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[mrthimote's solution](#)

413.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mrthimote's solution](#)

414.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[mrthimote's solution](#)

415.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[mrthimote's solution](#)

416.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[mrthimote's solution](#)

417.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[mrthimote's solution](#)

418.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mrthimote's solution](#)

419.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers

[mrthimote's solution](#)

420.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mrthimote's solution](#)

421.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[mrthimote's solution](#)

422.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[mrthimote's solution](#)

423.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[mrthimote's solution](#)

424.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[mrthimote's solution](#)

425.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[mrthimote's solution](#)

426.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[mrthimote's solution](#)

427.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[mrthimote's solution](#)

428.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[mrthimote's solution](#)

429.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[mrthimote's solution](#)

430.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mrthimote's solution](#)

431.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[mrthimote's solution](#)

432.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[mrthimote's solution](#)

433.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[mrthimote's solution](#)

434.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mrthimote's solution](#)

435.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[mrthimote's solution](#)

436.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[mrthimote's solution](#)

437.

1811G2

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

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[mrthimote's solution](#)

438.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[mrthimote's solution](#)

439.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[mrthimote's solution](#)

440.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[mrthimote's solution](#)

441.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp

[mrthimote's solution](#)

442.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[mrthimote's solution](#)

443.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[mrthimote's solution](#)

444.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[mrthimote's solution](#)

445.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mrthimote's solution](#)

446.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[mrthimote's solution](#)

447.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[mrthimote's solution](#)

448.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[mrthimote's solution](#)

449.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[mrthimote's solution](#)

450.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[mrthimote's solution](#)

451.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[mrthimote's solution](#)

452.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[mrthimote's solution](#)

453.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[mrthimote's solution](#)

454.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
[mrthimote's solution](#)

455.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[mrthimote's solution](#)

456.

2126G1

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

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[mrthimote's solution](#)

457.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[mrthimote's solution](#)

458.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[mrthimote's solution](#)

459.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[mrthimote's solution](#)

460.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, trees

[mrthimote's solution](#)

461.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[mrthimote's solution](#)

462.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[mrthimote's solution](#)

463.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[mrthimote's solution](#)

464.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[mrthimote's solution](#)

465.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[mrthimote's solution](#)

466.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[mrthimote's solution](#)

467.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[mrthimote's solution](#)

468.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[mrthimote's solution](#)

469.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[mrthimote's solution](#)

470.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[mrthimote's solution](#)

471.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[mrthimote's solution](#)

472.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[mrthimote's solution](#)

473.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[mrthimote's solution](#)

474.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[mrthimote's solution](#)

475.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[mrthimote's solution](#)

476.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[mrthimote's solution](#)

477.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mrthimote's solution](#)

478.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mrthimote's solution](#)

479.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[mrthimote's solution](#)

480.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[mrthimote's solution](#)

481.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[mrthimote's solution](#)

482.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[mrthimote's solution](#)

483.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[mrthimote's solution](#)

484.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[mrthimote's solution](#)

485.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[mrthimote's solution](#)

486.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[mrthimote's solution](#)

487.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[mrthimote's solution](#)

488.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[mrthimote's solution](#)

489.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data

structures, dp, implementation, math, number theory

[mrthimote's solution](#)

490.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[mrthimote's solution](#)

491.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[mrthimote's solution](#)

492.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[mrthimote's solution](#)

493.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[mrthimote's solution](#)

494.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[mrthimote's solution](#)

495.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[mrthimote's solution](#)

496.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[mrthimote's solution](#)

497.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[mrthimote's solution](#)

498.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[mrthimote's solution](#)

499.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[mrthimote's solution](#)

500.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[mrthimote's solution](#)

501.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mrthimote's solution](#)

502.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[mrthimote's solution](#)

503.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[mrthimote's solution](#)

504.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[mrthimote's solution](#)

505.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[mrthimote's solution](#)

506.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[mrthimote's solution](#)

507.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[mrthimote's solution](#)

508.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[mrthimote's solution](#)

509.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[mrthimote's solution](#)

510.

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[mrthimote's solution](#)

511.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[mrthimote's solution](#)

512.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[mrthimote's solution](#)

513.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[mrthimote's solution](#)

514.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[mrthimote's solution](#)

515.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mrthimote's solution](#)

516.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[mrthimote's solution](#)

517.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[mrthimote's solution](#)

518.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, graphs, shortest paths

[mrthimote's solution](#)

519.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[mrthimote's solution](#)

520.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[mrthimote's solution](#)

521.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[mrthimote's solution](#)

522.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[mrthimote's solution](#)

523.

2122D

[Traffic Lights](#) · [Tutorial](#)

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

[mrthimote's solution](#)

524.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[mrthimote's solution](#)

525.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[mrthimote's solution](#)

526.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mrthimote's solution](#)

527.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[mrthimote's solution](#)

528.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[mrthimote's solution](#)

529.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[mrthimote's solution](#)

530.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[mrthimote's solution](#)

531.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[mrthimote's solution](#)

532.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[mrthimote's solution](#)

533.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[mrthimote's solution](#)

534.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[mrthimote's solution](#)

535.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[mrthimote's solution](#)

536.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy
[mrthimote's solution](#)

537.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[mrthimote's solution](#)

538.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[mrthimote's solution](#)

539.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[mrthimote's solution](#)

540.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[mrthimote's solution](#)

541.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mrthimote's solution](#)

542.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[mrthimote's solution](#)

543.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mrthimote's solution](#)

544.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[mrthimote's solution](#)

545.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[mrthimote's solution](#)

546.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[mrthimote's solution](#)

547.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[mrthimote's solution](#)

548.

2180F1

[Control Car \(Easy Version\) · Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[mrthimote's solution](#)

549.

1375G

[Tree Modification · Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[mrthimote's solution](#)

550.

1371F

[Raging Thunder · Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation
[mrthimote's solution](#)

551.

2207F

[Hanabi · Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy
[mrthimote's solution](#)

552.

2227E

[It All Went Sideways · Tutorial](#)

Quality: 6,050 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[mrthimote's solution](#)

553.

2222E

[Seek the Truth · Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[mrthimote's solution](#)

554.

2222D

[Permutation Construction · Tutorial](#)

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[mrthimote's solution](#)

555.

2222C

[Median Partition · Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[mrthimote's solution](#)

556.

2222B

[Artistic Balance Tree · Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mrthimote's solution](#)

557.

2222A

[A Wonderful Contest · Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[mrthimote's solution](#)

558.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mrthimote's solution](#)

559.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mrthimote's solution](#)

560.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mrthimote's solution](#)

561.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

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

[mrthimote's solution](#)

562.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mrthimote's solution](#)

563.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mrthimote's solution](#)

564.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[mrthimote's solution](#)

565.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · Python 3 (first AC) · Tags: —

[mrthimote's solution](#)

566.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[mrthimote's solution](#)

567.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mrthimote's solution](#)

568.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[mrthimote's solution](#)

569.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[mrthimote's solution](#)

570.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[mrthimote's solution](#)

571.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[mrthimote's solution](#)

572.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

573.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

574.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

575.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

576.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

577.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

578.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

579.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

580.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

581.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

582.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

583.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

584.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

585.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

586.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

587.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

588.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

589.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

590.

102511B

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

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

591.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

592.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

593.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

594.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

595.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

596.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

597.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

598.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: —
[mrthimote's solution](#)

599.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: —
[mrthimote's solution](#)

600.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

601.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

602.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

603.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

604.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

605.

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

606.

105699I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

607.

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

608.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

609.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

610.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

611.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

612.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

613.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

614.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

615.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

616.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

617.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

618.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

619.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

620.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

621.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

622.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

623.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[mrthimote's solution](#)

624.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

625.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

626.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

627.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

628.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

629.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[mrthimote's solution](#)

630.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

631.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[mrthimote's solution](#)

632.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[mrthimote's solution](#)

633.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

634.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

635.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

636.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

637.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[mrthimote's solution](#)

638.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[mrthimote's solution](#)

639.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[mrthimote's solution](#)

640.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

641.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

642.

104871I

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

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[mrthimote's solution](#)

643.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

644.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

645.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[mrthimote's solution](#)

646.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

647.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · Python 3 (first AC) · Tags: —
[mrthimote's solution](#)

648.

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

649.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

650.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

651.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

652.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[mrthimote's solution](#)

653.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

654.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

655.

105465B

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

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[mrthimote's solution](#)

656.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

657.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

658.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

659.

105632M

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

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

660.

105637D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

661.

105637C

[Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

662.

105637K

[Iranian Hazfi Cup](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: —
[mrthimote's solution](#)

663.

105637J

[Magic with Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

664.

105637G

[Laboratory Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: —
[mrthimote's solution](#)

665.

105637F

[Ammunition Storage](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

666.

105637E

[Parking Party](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mrthimote's solution](#)

667.

105637B

[Flower Festival](#) · [Tutorial](#)

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669.

105627K

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105385F

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105385K

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105437G

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