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# Unique solved — myee

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

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Filters: none

Count: 391

- 1.**  
2120A  
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Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
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- 2.**  
2055A  
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Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math  
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- 3.**  
1912L  
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Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: strings  
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- 4.**  
1859A  
[United We Stand](#) · [Tutorial](#)  
Quality: 54,440 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
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- 5.**  
1773F  
[Football](#) · [Tutorial](#)  
Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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- 6.**  
1761A  
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- 7.**  
1746B  
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- 8.**  
1746A  
[Maxmina](#) · [Tutorial](#)  
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- 9.**  
1735A  
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**10.**

1738A

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**11.**

1728B

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**12.**

1728A

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**13.**

1717A

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**14.**

1721A

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**15.**

1715A

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**16.**

1716B

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**17.**

1716A

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**18.**

1704A

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**19.**

1709A

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**20.**

1706A

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string suffix structures, strings

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**21.**

1705A

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**22.**

1699A

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**23.**

1673A

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**24.**

1671A

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**25.**

1661A

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**26.**

1633B

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**27.**

1633A

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**28.**

1608A

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**29.**

1598A

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**30.**

1581A

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1574A

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1556A

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**33.**

1557A

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**34.**

1542A

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1737A

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**37.**

1735B

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**38.**

1709B

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**39.**

1705B

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**40.**

1699B

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**41.**

2120B

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**42.**

2055B

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**43.**

1859B

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**44.**

1761B

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**45.**

1721B

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**46.**

1715B

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**47.**

1704B

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**48.**

1671B

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**49.**

1598B

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**50.**

1A

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**51.**

1717B

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**52.**

1706B

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**53.**

1673B

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**54.**

1633C

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**55.**

1574B

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**56.**

869A

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**57.**

1859C

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**58.**

413A

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**59.**

1738B

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**60.**

1704C

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1671C

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**62.**

1641A

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1608B

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1598C

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1581B

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**66.**

413B

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**67.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**68.**

1737B

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**69.**

1717C

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**70.**

1661B

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**71.**

1574C

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**72.**

1556B

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**73.**

871A

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**74.**

2120C

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**75.**

2055C

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**76.**

1773E

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**77.**

1761C

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**78.**

413C

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**79.**

1735C

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**80.**

1728C

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**81.**

1721C

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**82.**

1706C

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Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation  
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**83.**

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
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**84.**

1600J

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**85.**

515C

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**86.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math  
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**87.**

1375C

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**88.**

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math  
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**89.**

1738C

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**90.**

1710A

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**91.**

1673C

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1542B

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**93.**

743C

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**94.**

190C

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**95.**

1671D

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**96.**

1633D

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888D

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**98.**

1542C

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**99.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[myee's solution](#)

**100.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[myee's solution](#)

**101.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,212 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[myee's solution](#)

**102.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[myee's solution](#)

### 103.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[myee's solution](#)

### 104.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[myee's solution](#)

### 105.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[myee's solution](#)

### 106.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[myee's solution](#)

### 107.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[myee's solution](#)

### 108.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, graph matchings, implementation, trees

[myee's solution](#)

### 109.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[myee's solution](#)

### 110.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · last AC: 2021-08-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[myee's solution](#)

### 111.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[myee's solution](#)

### 112.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search

[myee's solution](#)

**113.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: \*special

[myee's solution](#)

**114.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[myee's solution](#)

**115.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[myee's solution](#)

**116.**

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[myee's solution](#)

**117.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[myee's solution](#)

**118.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[myee's solution](#)

**119.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[myee's solution](#)

**120.**

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[myee's solution](#)

**121.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[myee's solution](#)

**122.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[myee's solution](#)

**123.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[myee's solution](#)

**124.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1800 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[myee's solution](#)

**125.**

1912D

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

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[myee's solution](#)

**126.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[myee's solution](#)

**127.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[myee's solution](#)

**128.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[myee's solution](#)

**129.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[myee's solution](#)

**130.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[myee's solution](#)

**131.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[myee's solution](#)

**132.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[myee's solution](#)

**133.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[myee's solution](#)

**134.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[myee's solution](#)

**135.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[myee's solution](#)

**136.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[myee's solution](#)

**137.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[myee's solution](#)

**138.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[myee's solution](#)

**139.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[myee's solution](#)

**140.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[myee's solution](#)

**141.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[myee's solution](#)

**142.**

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[myee's solution](#)

**143.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: graphs, greedy

[myee's solution](#)

**144.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[myee's solution](#)

**145.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[myee's solution](#)

**146.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[myee's solution](#)

**147.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[myee's solution](#)

**148.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[myee's solution](#)

**149.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[myee's solution](#)

**150.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[myee's solution](#)

**151.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[myee's solution](#)

**152.**

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, probabilities

[myee's solution](#)

**153.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[myee's solution](#)

## 154.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[myee's solution](#)

## 155.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[myee's solution](#)

## 156.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[myee's solution](#)

## 157.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-06-29 · last AC: 2021-07-14 · GNU C++11 (first AC) · Tags: bitmasks, dp

[myee's solution](#)

## 158.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: games

[myee's solution](#)

## 159.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[myee's solution](#)

## 160.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: \*special

[myee's solution](#)

## 161.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: \*special

[myee's solution](#)

## 162.

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[myee's solution](#)

## 163.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[myee's solution](#)

**164.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[myee's solution](#)

**165.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[myee's solution](#)

**166.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[myee's solution](#)

**167.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[myee's solution](#)

**168.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[myee's solution](#)

**169.**

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[myee's solution](#)

**170.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[myee's solution](#)

**171.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[myee's solution](#)

**172.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[myee's solution](#)

**173.**

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, interactive

[myee's solution](#)

**174.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[myee's solution](#)

**175.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[myee's solution](#)

**176.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[myee's solution](#)

**177.**

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[myee's solution](#)

**178.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[myee's solution](#)

**179.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[myee's solution](#)

**180.**

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[myee's solution](#)

**181.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[myee's solution](#)

**182.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[myee's solution](#)

**183.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[myee's solution](#)

**184.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[myee's solution](#)

**185.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[myee's solution](#)

**186.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[myee's solution](#)

**187.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[myee's solution](#)

**188.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[myee's solution](#)

**189.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[myee's solution](#)

**190.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[myee's solution](#)

**191.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[myee's solution](#)

**192.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[myee's solution](#)

**193.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**194.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[myee's solution](#)

**195.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[myee's solution](#)

**196.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search

[myee's solution](#)

**197.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[myee's solution](#)

**198.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[myee's solution](#)

**199.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-02-01 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[myee's solution](#)

**200.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[myee's solution](#)

**201.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[myee's solution](#)

**202.**

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[myee's solution](#)

**203.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**204.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[myee's solution](#)

**205.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[myee's solution](#)

**206.**

845G

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

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[myee's solution](#)

**207.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[myee's solution](#)

**208.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[myee's solution](#)

**209.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[myee's solution](#)

**210.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[myee's solution](#)

**211.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[myee's solution](#)

**212.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[myee's solution](#)

**213.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[myee's solution](#)

**214.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[myee's solution](#)

**215.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[myee's solution](#)

**216.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[myee's solution](#)

**217.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[myee's solution](#)

**218.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-08-04 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[myee's solution](#)

**219.**

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[myee's solution](#)

**220.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[myee's solution](#)

**221.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[myee's solution](#)

**222.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[myee's solution](#)

**223.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**224.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[myee's solution](#)

**225.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[myee's solution](#)

**226.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · last AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[myee's solution](#)

**227.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[myee's solution](#)

**228.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[myee's solution](#)

**229.**

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[myee's solution](#)

**230.**

710F

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

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[myee's solution](#)

**231.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings

[myee's solution](#)

**232.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[myee's solution](#)

**233.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[myee's solution](#)

**234.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[myee's solution](#)

**235.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[myee's solution](#)

**236.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[myee's solution](#)

**237.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[myee's solution](#)

**238.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[myee's solution](#)

**239.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**240.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[myee's solution](#)

**241.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[myee's solution](#)

**242.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[myee's solution](#)

**243.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[myee's solution](#)

**244.**

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[myee's solution](#)

**245.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[myee's solution](#)

**246.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[myee's solution](#)

**247.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[myee's solution](#)

**248.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[myee's solution](#)

**249.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[myee's solution](#)

**250.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[myee's solution](#)

**251.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-01-31 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[myee's solution](#)

**252.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[myee's solution](#)

**253.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-10 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[myee's solution](#)

**254.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs  
[myee's solution](#)

**255.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[myee's solution](#)

**256.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[myee's solution](#)

**257.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft  
[myee's solution](#)

**258.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[myee's solution](#)

**259.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry  
[myee's solution](#)

**260.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math  
[myee's solution](#)

**261.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math  
[myee's solution](#)

**262.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[myee's solution](#)

**263.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[myee's solution](#)

**264.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy  
[myee's solution](#)

**265.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[myee's solution](#)

**266.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[myee's solution](#)

**267.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-02-01 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math  
[myee's solution](#)

**268.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[myee's solution](#)

**269.**

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[myee's solution](#)

**270.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[myee's solution](#)

**271.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
[myee's solution](#)

**272.**

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices  
[myee's solution](#)

**273.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[myee's solution](#)

**274.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[myee's solution](#)

**275.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[myee's solution](#)

**276.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[myee's solution](#)

**277.**

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[myee's solution](#)

**278.**

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2021-06-30 · last AC: 2021-08-28 · GNU C++11 (first AC) · Tags: data structures, probabilities

[myee's solution](#)

**279.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[myee's solution](#)

**280.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[myee's solution](#)

**281.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[myee's solution](#)

**282.**

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**283.**

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[myee's solution](#)

**284.**

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[myee's solution](#)

**285.**

1295F

[Good Contest · Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[myee's solution](#)

**286.**

1728G

[Illumination · Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[myee's solution](#)

**287.**

1715F

[Crop Squares · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[myee's solution](#)

**288.**

576D

[Flights for Regular Customers · Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[myee's solution](#)

**289.**

1671F

[Permutation Counting · Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[myee's solution](#)

**290.**

1641D

[Two Arrays · Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[myee's solution](#)

**291.**

339E

[Three Swaps · Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[myee's solution](#)

**292.**

452F

[Permutation · Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[myee's solution](#)

**293.**

961G

[Partitions · Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-08-01 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[myee's solution](#)

**294.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-08-06 · last AC: 2021-08-06 · GNU C++11 (first AC) · Tags: data structures

[myee's solution](#)

**295.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[myee's solution](#)

**296.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[myee's solution](#)

**297.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[myee's solution](#)

**298.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[myee's solution](#)

**299.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**300.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[myee's solution](#)

**301.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[myee's solution](#)

**302.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[myee's solution](#)

**303.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[myee's solution](#)

**304.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[myee's solution](#)

**305.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[myee's solution](#)

**306.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[myee's solution](#)

**307.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[myee's solution](#)

**308.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[myee's solution](#)

**309.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[myee's solution](#)

**310.**

1575F

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

Quality: 138 global accepts · Rating: 2900 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math  
[myee's solution](#)

**311.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer  
[myee's solution](#)

**312.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[myee's solution](#)

**313.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities  
[myee's solution](#)

**314.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs  
[myee's solution](#)

**315.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[myee's solution](#)

**316.**

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[myee's solution](#)

**317.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[myee's solution](#)

**318.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory  
[myee's solution](#)

**319.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[myee's solution](#)

**320.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing  
[myee's solution](#)

**321.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[myee's solution](#)

**322.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive  
[myee's solution](#)

**323.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[myee's solution](#)

**324.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide

and conquer, trees

[myee's solution](#)

**325.**

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[myee's solution](#)

**326.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[myee's solution](#)

**327.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[myee's solution](#)

**328.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[myee's solution](#)

**329.**

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[myee's solution](#)

**330.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[myee's solution](#)

**331.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[myee's solution](#)

**332.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[myee's solution](#)

**333.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[myee's solution](#)

**334.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[myee's solution](#)

**335.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[myee's solution](#)

**336.**

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[myee's solution](#)

**337.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[myee's solution](#)

**338.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[myee's solution](#)

**339.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[myee's solution](#)

**340.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[myee's solution](#)

**341.**

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[myee's solution](#)

**342.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[myee's solution](#)

**343.**

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[myee's solution](#)

**344.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[myee's solution](#)

**345.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-08-10 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[myee's solution](#)

**346.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[myee's solution](#)

**347.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[myee's solution](#)

**348.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[myee's solution](#)

**349.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[myee's solution](#)

**350.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[myee's solution](#)

**351.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: trees

[myee's solution](#)

**352.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[myee's solution](#)

**353.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[myee's solution](#)

**354.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[myee's solution](#)

**355.**

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[myee's solution](#)

**356.**

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees  
[myee's solution](#)

**357.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory  
[myee's solution](#)

**358.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[myee's solution](#)

**359.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[myee's solution](#)

**360.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers  
[myee's solution](#)

**361.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[myee's solution](#)

**362.**

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory  
[myee's solution](#)

**363.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-12-25 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[myee's solution](#)

**364.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**365.**

101669H

[Cat and Mouse](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**366.**

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**367.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**368.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**369.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**370.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**371.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**372.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[myee's solution](#)

**373.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**374.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**375.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[myee's solution](#)

**376.**

103119L

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

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**377.**

102586G

[Matrix Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**378.**

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**379.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**380.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**381.**

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**382.**

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**383.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**384.**

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**385.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**386.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[myee's solution](#)

**387.**

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-25 · last AC: 2021-09-08 · Kotlin 1.4 (first AC) · Tags: \*special  
[myee's solution](#)

**388.**

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-25 · last AC: 2021-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[myee's solution](#)

**389.**

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-25 · last AC: 2021-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[myee's solution](#)

**390.**

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-25 · last AC: 2021-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[myee's solution](#)

**391.**

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

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