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Unique solved — niwrad

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

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

Filters: none

Count: 516

1.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#)
[niwrad's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[niwrad's solution](#)

3.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)
[niwrad's solution](#)

4.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[niwrad's solution](#)

5.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,741 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)
[niwrad's solution](#)

6.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,987 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [games](#), [implementation](#), [math](#)
[niwrad's solution](#)

7.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [dp](#), [greedy](#), [number theory](#)
[niwrad's solution](#)

8.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)
[niwrad's solution](#)

9.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,520 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)
[niwrad's solution](#)

10.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[niwrad's solution](#)

11.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[niwrad's solution](#)

12.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,155 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[niwrad's solution](#)

13.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[niwrad's solution](#)

14.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[niwrad's solution](#)

15.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[niwrad's solution](#)

16.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,386 global accepts · Rating: 800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[niwrad's solution](#)

17.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[niwrad's solution](#)

18.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,847 global accepts · Rating: 800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[niwrad's solution](#)

19.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[niwrad's solution](#)

20.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[niwrad's solution](#)

21.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[niwrad's solution](#)

22.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[niwrad's solution](#)

23.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[niwrad's solution](#)

24.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[niwrad's solution](#)

25.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[niwrad's solution](#)

26.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[niwrad's solution](#)

27.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[niwrad's solution](#)

28.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[niwrad's solution](#)

29.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[niwrad's solution](#)

30.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[niwrad's solution](#)

31.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[niwrad's solution](#)

32.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,108 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[niwrad's solution](#)

33.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[niwrad's solution](#)

34.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[niwrad's solution](#)

35.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,582 global accepts · Rating: 800 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[niwrad's solution](#)

36.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,431 global accepts · Rating: 800 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings
[niwrad's solution](#)

37.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[niwrad's solution](#)

38.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,387 global accepts · Rating: 800 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[niwrad's solution](#)

39.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[niwrad's solution](#)

40.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[niwrad's solution](#)

41.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,260 global accepts · Rating: 800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[niwrad's solution](#)

42.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[niwrad's solution](#)

43.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[niwrad's solution](#)

44.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[niwrad's solution](#)

45.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[niwrad's solution](#)

46.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[niwrad's solution](#)

47.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,627 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[niwrad's solution](#)

48.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[niwrad's solution](#)

49.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[niwrad's solution](#)

50.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,083 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[niwrad's solution](#)

51.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,797 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[niwrad's solution](#)

52.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,549 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[niwrad's solution](#)

53.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[niwrad's solution](#)

54.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,380 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
[niwrad's solution](#)

55.

231A

[Team](#) · [Tutorial](#)

Quality: 430,365 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[niwrad's solution](#)

56.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,038 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[niwrad's solution](#)

57.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[niwrad's solution](#)

58.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[niwrad's solution](#)

59.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[niwrad's solution](#)

60.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[niwrad's solution](#)

61.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[niwrad's solution](#)

62.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[niwrad's solution](#)

63.

1899A

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

Quality: 92,820 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[niwrad's solution](#)

64.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[niwrad's solution](#)

- 65.**
1895A
[Treasure Chest](#) · [Tutorial](#)
Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[niwrad's solution](#)
- 66.**
1838A
[Blackboard List](#) · [Tutorial](#)
Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[niwrad's solution](#)
- 67.**
1883A
[Morning](#) · [Tutorial](#)
Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[niwrad's solution](#)
- 68.**
1886A
[Sum of Three](#) · [Tutorial](#)
Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[niwrad's solution](#)
- 69.**
2210B
[Simply Sitting on Chairs](#) · [Tutorial](#)
Quality: 17,572 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[niwrad's solution](#)
- 70.**
2209B
[Array](#) · [Tutorial](#)
Quality: 19,407 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[niwrad's solution](#)
- 71.**
2200C
[Specialty String](#) · [Tutorial](#)
Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[niwrad's solution](#)
- 72.**
2195B
[Heapify 1](#) · [Tutorial](#)
Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[niwrad's solution](#)
- 73.**
2171B
[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)
Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[niwrad's solution](#)
- 74.**
1904A
[Forked!](#) · [Tutorial](#)
Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[niwrad's solution](#)
- 75.**
1900B
[Laura and Operations](#) · [Tutorial](#)
Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[niwrad's solution](#)

76.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[niwrad's solution](#)

77.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,711 global accepts · Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[niwrad's solution](#)

78.

2217B

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

Quality: 16,088 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[niwrad's solution](#)

79.

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[niwrad's solution](#)

80.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[niwrad's solution](#)

81.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[niwrad's solution](#)

82.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[niwrad's solution](#)

83.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[niwrad's solution](#)

84.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,017 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[niwrad's solution](#)

85.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,410 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[niwrad's solution](#)

86.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[niwrad's solution](#)

- 87.**
1975B
[378QAQ and Mocha's Array](#) · [Tutorial](#)
Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[niwrad's solution](#)
- 88.**
1020B
[Badge](#) · [Tutorial](#)
Quality: 25,127 global accepts · Rating: 1000 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[niwrad's solution](#)
- 89.**
122A
[Lucky Division](#) · [Tutorial](#)
Quality: 149,820 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[niwrad's solution](#)
- 90.**
479A
[Expression](#) · [Tutorial](#)
Quality: 112,299 global accepts · Rating: 1000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[niwrad's solution](#)
- 91.**
118A
[String Task](#) · [Tutorial](#)
Quality: 231,476 global accepts · Rating: 1000 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[niwrad's solution](#)
- 92.**
1A
[Theatre Square](#) · [Tutorial](#)
Quality: 320,303 global accepts · Rating: 1000 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[niwrad's solution](#)
- 93.**
1883C
[Raspberries](#) · [Tutorial](#)
Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[niwrad's solution](#)
- 94.**
2218D
[The 67th OEIS Problem](#) · [Tutorial](#)
Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[niwrad's solution](#)
- 95.**
2211B
[Mickey Mouse Constructive](#) · [Tutorial](#)
Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[niwrad's solution](#)
- 96.**
2195C
[Dice Roll Sequence](#) · [Tutorial](#)
Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[niwrad's solution](#)
- 97.**
2193D
[Monster Game](#) · [Tutorial](#)
Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[niwrad's solution](#)

98.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,245 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[niwrad's solution](#)

99.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[niwrad's solution](#)

100.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[niwrad's solution](#)

101.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[niwrad's solution](#)

102.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[niwrad's solution](#)

103.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[niwrad's solution](#)

104.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[niwrad's solution](#)

105.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[niwrad's solution](#)

106.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[niwrad's solution](#)

107.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[niwrad's solution](#)

108.

2202B

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

Quality: 11,155 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[niwrad's solution](#)

109.

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[niwrad's solution](#)

110.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[niwrad's solution](#)

111.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[niwrad's solution](#)

112.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[niwrad's solution](#)

113.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[niwrad's solution](#)

114.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[niwrad's solution](#)

115.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[niwrad's solution](#)

116.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[niwrad's solution](#)

117.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[niwrad's solution](#)

118.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics,

constructive algorithms, number theory

[niwrad's solution](#)

119.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[niwrad's solution](#)

120.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[niwrad's solution](#)

121.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[niwrad's solution](#)

122.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[niwrad's solution](#)

123.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[niwrad's solution](#)

124.

1808B

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

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[niwrad's solution](#)

125.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[niwrad's solution](#)

126.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[niwrad's solution](#)

127.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[niwrad's solution](#)

128.

2202C1

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

Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[niwrad's solution](#)

129.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[niwrad's solution](#)

130.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[niwrad's solution](#)

131.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[niwrad's solution](#)

132.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[niwrad's solution](#)

133.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[niwrad's solution](#)

134.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[niwrad's solution](#)

135.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[niwrad's solution](#)

136.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[niwrad's solution](#)

137.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[niwrad's solution](#)

138.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[niwrad's solution](#)

139.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[niwrad's solution](#)

140.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[niwrad's solution](#)

141.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[niwrad's solution](#)

142.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[niwrad's solution](#)

143.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[niwrad's solution](#)

144.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[niwrad's solution](#)

145.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[niwrad's solution](#)

146.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy
[niwrad's solution](#)

147.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[niwrad's solution](#)

148.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
[niwrad's solution](#)

149.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[niwrad's solution](#)

150.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[niwrad's solution](#)

151.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[niwrad's solution](#)

152.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[niwrad's solution](#)

153.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[niwrad's solution](#)

154.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[niwrad's solution](#)

155.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,253 global accepts · Rating: 1400 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[niwrad's solution](#)

156.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[niwrad's solution](#)

157.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[niwrad's solution](#)

158.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[niwrad's solution](#)

159.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[niwrad's solution](#)

160.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[niwrad's solution](#)

161.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1500 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[niwrad's solution](#)

162.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[niwrad's solution](#)

163.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[niwrad's solution](#)

164.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[niwrad's solution](#)

165.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[niwrad's solution](#)

166.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[niwrad's solution](#)

167.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[niwrad's solution](#)

168.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, number theory

[niwrad's solution](#)

169.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[niwrad's solution](#)

170.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[niwrad's solution](#)

171.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[niwrad's solution](#)

172.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[niwrad's solution](#)

173.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[niwrad's solution](#)

174.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[niwrad's solution](#)

175.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers

[niwrad's solution](#)

176.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[niwrad's solution](#)

177.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[niwrad's solution](#)

178.

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[niwrad's solution](#)

179.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[niwrad's solution](#)

180.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[niwrad's solution](#)

181.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[niwrad's solution](#)

182.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[niwrad's solution](#)

183.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[niwrad's solution](#)

184.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[niwrad's solution](#)

185.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[niwrad's solution](#)

186.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[niwrad's solution](#)

187.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[niwrad's solution](#)

188.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[niwrad's solution](#)

189.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[niwrad's solution](#)

190.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[niwrad's solution](#)

191.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[niwrad's solution](#)

192.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[niwrad's solution](#)

193.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[niwrad's solution](#)

194.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, ternary search
[niwrad's solution](#)

195.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[niwrad's solution](#)

196.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[niwrad's solution](#)

197.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[niwrad's solution](#)

198.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[niwrad's solution](#)

199.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[niwrad's solution](#)

200.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[niwrad's solution](#)

201.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[niwrad's solution](#)

202.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[niwrad's solution](#)

203.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[niwrad's solution](#)

204.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: trees

[niwrad's solution](#)

205.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[niwrad's solution](#)

206.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[niwrad's solution](#)

207.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[niwrad's solution](#)

208.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[niwrad's solution](#)

209.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[niwrad's solution](#)

210.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp, math

[niwrad's solution](#)

211.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[niwrad's solution](#)

212.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[niwrad's solution](#)

213.

2202D

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

Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[niwrad's solution](#)

214.

2202C2

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

Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy

[niwrad's solution](#)

215.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[niwrad's solution](#)

216.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[niwrad's solution](#)

217.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[niwrad's solution](#)

218.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[niwrad's solution](#)

219.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 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

[niwrad's solution](#)

220.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[niwrad's solution](#)

221.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2024-01-30 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[niwrad's solution](#)

222.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2024-02-06 · Clang++20 Diagnostics (first AC) · Tags: binary search, sortings

[niwrad's solution](#)

223.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[niwrad's solution](#)

224.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[niwrad's solution](#)

225.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[niwrad's solution](#)

226.

1023D

[Array Restoration](#) · [Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[niwrad's solution](#)

227.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[niwrad's solution](#)

228.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[niwrad's solution](#)

229.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[niwrad's solution](#)

230.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[niwrad's solution](#)

231.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[niwrad's solution](#)

232.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[niwrad's solution](#)

233.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[niwrad's solution](#)

234.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[niwrad's solution](#)

235.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
[niwrad's solution](#)

236.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[niwrad's solution](#)

237.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[niwrad's solution](#)

238.

1474C

[Array Destruction](#) · [Tutorial](#)

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[niwrad's solution](#)

239.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[niwrad's solution](#)

240.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[niwrad's solution](#)

241.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[niwrad's solution](#)

242.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[niwrad's solution](#)

243.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[niwrad's solution](#)

244.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[niwrad's solution](#)

245.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[niwrad's solution](#)

246.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,633 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[niwrad's solution](#)

247.

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[niwrad's solution](#)

248.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[niwrad's solution](#)

249.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[niwrad's solution](#)

250.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[niwrad's solution](#)

251.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[niwrad's solution](#)

252.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[niwrad's solution](#)

253.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[niwrad's solution](#)

254.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[niwrad's solution](#)

255.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[niwrad's solution](#)

256.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[niwrad's solution](#)

257.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[niwrad's solution](#)

258.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[niwrad's solution](#)

259.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[niwrad's solution](#)

260.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[niwrad's solution](#)

261.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[niwrad's solution](#)

262.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[niwrad's solution](#)

263.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[niwrad's solution](#)

264.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[niwrad's solution](#)

265.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[niwrad's solution](#)

266.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[niwrad's solution](#)

267.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[niwrad's solution](#)

268.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[niwrad's solution](#)

269.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[niwrad's solution](#)

270.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[niwrad's solution](#)

271.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[niwrad's solution](#)

272.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[niwrad's solution](#)

273.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[niwrad's solution](#)

274.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[niwrad's solution](#)

275.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[niwrad's solution](#)

276.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[niwrad's solution](#)

277.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[niwrad's solution](#)

278.

2217D

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

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[niwrad's solution](#)

279.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[niwrad's solution](#)

280.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[niwrad's solution](#)

281.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[niwrad's solution](#)

282.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[niwrad's solution](#)

283.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[niwrad's solution](#)

284.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[niwrad's solution](#)

285.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[niwrad's solution](#)

286.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[niwrad's solution](#)

287.

1471D

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

Rating: 1900 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[niwrad's solution](#)

288.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[niwrad's solution](#)

289.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[niwrad's solution](#)

290.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[niwrad's solution](#)

291.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[niwrad's solution](#)

292.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[niwrad's solution](#)

293.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[niwrad's solution](#)

294.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[niwrad's solution](#)

295.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[niwrad's solution](#)

296.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[niwrad's solution](#)

297.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[niwrad's solution](#)

298.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[niwrad's solution](#)

299.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[niwrad's solution](#)

300.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[niwrad's solution](#)

301.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[niwrad's solution](#)

302.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[niwrad's solution](#)

303.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[niwrad's solution](#)

304.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation
[niwrad's solution](#)

305.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[niwrad's solution](#)

306.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy
[niwrad's solution](#)

307.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[niwrad's solution](#)

308.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[niwrad's solution](#)

309.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[niwrad's solution](#)

310.

2202E

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

Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[niwrad's solution](#)

311.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings
[niwrad's solution](#)

312.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[niwrad's solution](#)

313.

2194E

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

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation
[niwrad's solution](#)

314.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[niwrad's solution](#)

315.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[niwrad's solution](#)

316.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[niwrad's solution](#)

317.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[niwrad's solution](#)

318.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[niwrad's solution](#)

319.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[niwrad's solution](#)

320.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[niwrad's solution](#)

321.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[niwrad's solution](#)

322.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[niwrad's solution](#)

323.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[niwrad's solution](#)

324.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[niwrad's solution](#)

325.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[niwrad's solution](#)

326.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[niwrad's solution](#)

327.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[niwrad's solution](#)

328.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[niwrad's solution](#)

329.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games
[niwrad's solution](#)

330.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[niwrad's solution](#)

331.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[niwrad's solution](#)

332.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[niwrad's solution](#)

333.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[niwrad's solution](#)

334.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[niwrad's solution](#)

335.

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[niwrad's solution](#)

336.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[niwrad's solution](#)

337.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[niwrad's solution](#)

338.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[niwrad's solution](#)

339.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[niwrad's solution](#)

340.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[niwrad's solution](#)

341.

896B

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

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[niwrad's solution](#)

342.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[niwrad's solution](#)

343.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[niwrad's solution](#)

344.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[niwrad's solution](#)

345.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[niwrad's solution](#)

346.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[niwrad's solution](#)

347.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[niwrad's solution](#)

348.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[niwrad's solution](#)

349.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[niwrad's solution](#)

350.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[niwrad's solution](#)

351.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[niwrad's solution](#)

352.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[niwrad's solution](#)

353.

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[niwrad's solution](#)

354.

1710B

[Rain · Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[niwrad's solution](#)

355.

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[niwrad's solution](#)

356.

1158C

[Permutation recovery · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[niwrad's solution](#)

357.

1771D

[Hossam and \(sub-\)palindromic tree · Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[niwrad's solution](#)

358.

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[niwrad's solution](#)

359.

2044H

[Hard Demon Problem · Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[niwrad's solution](#)

360.

1254B2

[Send Boxes to Alice \(Hard Version\) · Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[niwrad's solution](#)

361.

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[niwrad's solution](#)

362.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[niwrad's solution](#)

363.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[niwrad's solution](#)

364.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[niwrad's solution](#)

365.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[niwrad's solution](#)

366.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[niwrad's solution](#)

367.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[niwrad's solution](#)

368.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[niwrad's solution](#)

369.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[niwrad's solution](#)

370.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[niwrad's solution](#)

371.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[niwrad's solution](#)

372.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[niwrad's solution](#)

373.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[niwrad's solution](#)

374.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[niwrad's solution](#)

375.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[niwrad's solution](#)

376.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[niwrad's solution](#)

377.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[niwrad's solution](#)

378.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[niwrad's solution](#)

379.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[niwrad's solution](#)

380.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[niwrad's solution](#)

381.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[niwrad's solution](#)

382.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[niwrad's solution](#)

383.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[niwrad's solution](#)

384.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[niwrad's solution](#)

385.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[niwrad's solution](#)

386.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[niwrad's solution](#)

387.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[niwrad's solution](#)

388.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[niwrad's solution](#)

389.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[niwrad's solution](#)

390.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[niwrad's solution](#)

391.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[niwrad's solution](#)

392.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, probabilities
[niwrad's solution](#)

393.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[niwrad's solution](#)

394.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[niwrad's solution](#)

395.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[niwrad's solution](#)

396.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[niwrad's solution](#)

397.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[niwrad's solution](#)

398.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths
[niwrad's solution](#)

399.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[niwrad's solution](#)

400.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[niwrad's solution](#)

401.

1472G

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

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[niwrad's solution](#)

402.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[niwrad's solution](#)

403.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[niwrad's solution](#)

404.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[niwrad's solution](#)

405.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[niwrad's solution](#)

406.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[niwrad's solution](#)

407.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[niwrad's solution](#)

408.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[niwrad's solution](#)

409.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[niwrad's solution](#)

410.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[niwrad's solution](#)

411.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[niwrad's solution](#)

412.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[niwrad's solution](#)

413.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[niwrad's solution](#)

414.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[niwrad's solution](#)

415.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[niwrad's solution](#)

416.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[niwrad's solution](#)

417.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[niwrad's solution](#)

418.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[niwrad's solution](#)

419.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[niwrad's solution](#)

420.

1811G2

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

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[niwrad's solution](#)

421.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[niwrad's solution](#)

422.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[niwrad's solution](#)

423.

2156F1

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

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[niwrad's solution](#)

424.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[niwrad's solution](#)

425.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[niwrad's solution](#)

426.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[niwrad's solution](#)

427.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[niwrad's solution](#)

428.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[niwrad's solution](#)

429.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[niwrad's solution](#)

430.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[niwrad's solution](#)

431.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[niwrad's solution](#)

432.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[niwrad's solution](#)

433.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[niwrad's solution](#)

434.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[niwrad's solution](#)

435.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[niwrad's solution](#)

436.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[niwrad's solution](#)

437.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[niwrad's solution](#)

438.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[niwrad's solution](#)

439.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[niwrad's solution](#)

440.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[niwrad's solution](#)

441.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[niwrad's solution](#)

442.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[niwrad's solution](#)

443.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[niwrad's solution](#)

444.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[niwrad's solution](#)

445.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[niwrad's solution](#)

446.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[niwrad's solution](#)

447.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[niwrad's solution](#)

448.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[niwrad's solution](#)

449.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[niwrad's solution](#)

450.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[niwrad's solution](#)

451.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[niwrad's solution](#)

452.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[niwrad's solution](#)

453.

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[niwrad's solution](#)

454.

2194F1

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

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[niwrad's solution](#)

455.

585D

[Lizard Era: Beginning · Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
[niwrad's solution](#)

456.

2195G

[Idiot First Search and Queries · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees
[niwrad's solution](#)

457.

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[niwrad's solution](#)

458.

2188E

[Jerry and Tom · Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[niwrad's solution](#)

459.

2191E

[Comparable Permutations · Tutorial](#)

Rating: 2300 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: interactive, two pointers
[niwrad's solution](#)

460.

1476E

[Pattern Matching · Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[niwrad's solution](#)

461.

1989E

[Distance to Different · Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[niwrad's solution](#)

462.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[niwrad's solution](#)

463.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[niwrad's solution](#)

464.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[niwrad's solution](#)

465.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[niwrad's solution](#)

466.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[niwrad's solution](#)

467.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[niwrad's solution](#)

468.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[niwrad's solution](#)

469.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[niwrad's solution](#)

470.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[niwrad's solution](#)

471.

1780E

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

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[niwrad's solution](#)

472.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[niwrad's solution](#)

473.

912E

[Prime Gift · Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[niwrad's solution](#)

474.

1051F

[The Shortest Statement · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[niwrad's solution](#)

475.

2171H

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

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[niwrad's solution](#)

476.

1137D

[Cooperative Game · Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[niwrad's solution](#)

477.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[niwrad's solution](#)

478.

1556F

[Sports Betting · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[niwrad's solution](#)

479.

1239B

[The World Is Just a Programming Task \(Hard Version\) · Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[niwrad's solution](#)

480.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[niwrad's solution](#)

481.

1521D

[Nastia Plays with a Tree · Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[niwrad's solution](#)

482.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[niwrad's solution](#)

483.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[niwrad's solution](#)

484.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[niwrad's solution](#)

485.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[niwrad's solution](#)

486.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[niwrad's solution](#)

487.

2219A

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