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Unique solved — nullptr_qwq

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

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Count: 951

1.

2183A

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2.

2127A

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Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

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3.

2048A

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[nullptr_qwq's solution](#)

4.

2034A

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[nullptr_qwq's solution](#)

5.

2039A

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6.

2038J

[Waiting for...](#) · [Tutorial](#)

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7.

2038N

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8.

2029A

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9.

1991A

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10.

1994A

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12.

1984A

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

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[nullptr_qwq's solution](#)

13.

1942A

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[nullptr_qwq's solution](#)

14.

1930A

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15.

1919B

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16.

1919A

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17.

1909A

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18.

1905A

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19.

1511A

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1912L

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21.

1902A

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Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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22.

1895B

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1895A

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1891A

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26.

1882A

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1870A

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28.

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1836A

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30.

1841A

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31.

1838A

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32.

1831A

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33.

1776A

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34.

1791C

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35.

1791B

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36.

1791A

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37.

1778A

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38.

1461A

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39.

1783A

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40.

1768A

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41.

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42.

1731A

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43.

1773F

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44.

1761A

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45.

1750B

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46.

1750A

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47.

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48.

1740A

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49.

1754B

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[nullptr_qwq's solution](#)

50.

1754A

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

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51.

1734B

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52.

1734A

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- 53.**
1746B
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- 54.**
1746A
[Maxmina](#) · [Tutorial](#)
Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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- 55.**
1741B
[Funny Permutation](#) · [Tutorial](#)
Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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1741A
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Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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1733A
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1722C
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Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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1722B
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1722A
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Quality: 65,623 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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- 61.**
1720B
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1719B
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1719A
[Chip Game](#) · [Tutorial](#)
Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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64.

1704A

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65.

1711A

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Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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66.

1708A

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67.

1703C

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68.

1703B

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69.

1703A

[YES or YES?](#) · [Tutorial](#)

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70.

1698B

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71.

1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
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72.

2048B

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

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73.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,369 global accepts · Rating: 900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[nullptr_qwq's solution](#)

74.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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75.

1768B

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Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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76.

1779B

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77.

820A

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Quality: 8,567 global accepts · Rating: 900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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78.

1733B

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Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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79.

1720A

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80.

2034B

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Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[nullptr_qwq's solution](#)

81.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[nullptr_qwq's solution](#)

82.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[nullptr_qwq's solution](#)

83.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[nullptr_qwq's solution](#)

84.

1876A

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Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[nullptr_qwq's solution](#)

- 85.**
1841B
[Keep it Beautiful](#) · [Tutorial](#)
Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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- 86.**
1831B
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Quality: 35,052 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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1791D
[Distinct Split](#) · [Tutorial](#)
Quality: 49,261 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
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- 88.**
1761B
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Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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- 89.**
109A
[Lucky Sum of Digits](#) · [Tutorial](#)
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- 90.**
1704B
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- 91.**
2183B
[Yet Another MEX Problem](#) · [Tutorial](#)
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[nullptr_qwq's solution](#)
- 92.**
2029B
[Replacement](#) · [Tutorial](#)
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[nullptr_qwq's solution](#)
- 93.**
1991B
[AND Reconstruction](#) · [Tutorial](#)
Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[nullptr_qwq's solution](#)
- 94.**
1994B
[Fun Game](#) · [Tutorial](#)
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[nullptr_qwq's solution](#)

95.

1984B

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Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[nullptr_qwq's solution](#)

96.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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97.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[nullptr_qwq's solution](#)

98.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[nullptr_qwq's solution](#)

99.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees
[nullptr_qwq's solution](#)

100.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[nullptr_qwq's solution](#)

101.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[nullptr_qwq'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
[nullptr_qwq's solution](#)

103.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,011 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[nullptr_qwq's solution](#)

104.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[nullptr_qwq's solution](#)

105.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[nullptr_qwq's solution](#)

106.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[nullptr_qwq's solution](#)

107.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[nullptr_qwq's solution](#)

108.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[nullptr_qwq's solution](#)

109.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[nullptr_qwq's solution](#)

110.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[nullptr_qwq's solution](#)

111.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[nullptr_qwq's solution](#)

112.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nullptr_qwq's solution](#)

113.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings
[nullptr_qwq's solution](#)

114.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[nullptr_qwq's solution](#)

115.

2048C

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

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

116.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[nullptr_qwq's solution](#)

117.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[nullptr_qwq's solution](#)

118.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

119.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[nullptr_qwq's solution](#)

120.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[nullptr_qwq's solution](#)

121.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[nullptr_qwq's solution](#)

122.

1848B

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

Quality: 24,398 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[nullptr_qwq's solution](#)

123.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[nullptr_qwq's solution](#)

124.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[nullptr_qwq's solution](#)

125.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[nullptr_qwq's solution](#)

126.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nullptr_qwq's solution](#)

127.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[nullptr_qwq's solution](#)

128.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[nullptr_qwq's solution](#)

129.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[nullptr_qwq's solution](#)

130.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[nullptr_qwq's solution](#)

131.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[nullptr_qwq's solution](#)

132.

1902C

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

Quality: 16,976 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

[nullptr_qwq's solution](#)

133.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[nullptr_qwq's solution](#)

134.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[nullptr_qwq's solution](#)

135.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[nullptr_qwq's solution](#)

136.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[nullptr_qwq's solution](#)

137.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[nullptr_qwq's solution](#)

138.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[nullptr_qwq's solution](#)

139.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nullptr_qwq's solution](#)

140.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[nullptr_qwq's solution](#)

141.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[nullptr_qwq's solution](#)

142.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[nullptr_qwq's solution](#)

143.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[nullptr_qwq's solution](#)

144.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[nullptr_qwq's solution](#)

145.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[nullptr_qwq's solution](#)

146.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[nullptr_qwq's solution](#)

147.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[nullptr_qwq's solution](#)

148.

1711B

[Party · Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[nullptr_qwq's solution](#)

149.

2127C

[Trip Shopping · Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[nullptr_qwq's solution](#)

150.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[nullptr_qwq's solution](#)

151.

2038L

[Bridge Renovation · Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[nullptr_qwq's solution](#)

152.

2038A

[Bonus Project · Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[nullptr_qwq's solution](#)

153.

2038C

[DIY · Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[nullptr_qwq's solution](#)

154.

1965A

[Everything Nim · Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[nullptr_qwq's solution](#)

155.

1967A

[Permutation Counting · Tutorial](#)

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[nullptr_qwq's solution](#)

156.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[nullptr_qwq's solution](#)

157.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[nullptr_qwq's solution](#)

158.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[nullptr_qwq's solution](#)

159.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[nullptr_qwq's solution](#)

160.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[nullptr_qwq's solution](#)

161.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[nullptr_qwq's solution](#)

162.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[nullptr_qwq's solution](#)

163.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[nullptr_qwq's solution](#)

164.

1887A1

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

Rating: 1400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[nullptr_qwq's solution](#)

165.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[nullptr_qwq's solution](#)

166.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

167.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[nullptr_qwq's solution](#)

168.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[nullptr_qwq's solution](#)

169.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[nullptr_qwq's solution](#)

170.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[nullptr_qwq's solution](#)

171.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[nullptr_qwq's solution](#)

172.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[nullptr_qwq's solution](#)

173.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[nullptr_qwq's solution](#)

174.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[nullptr_qwq's solution](#)

175.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[nullptr_qwq's solution](#)

176.

1891C

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

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[nullptr_qwq's solution](#)

177.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

178.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[nullptr_qwq's solution](#)

179.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[nullptr_qwq's solution](#)

180.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[nullptr_qwq's solution](#)

181.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[nullptr_qwq's solution](#)

182.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[nullptr_qwq's solution](#)

183.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

184.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-25 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[nullptr_qwq's solution](#)

185.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[nullptr_qwq's solution](#)

186.

1744E1

[Divisible Numbers \(easy version\) · Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[nullptr_qwq's solution](#)

187.

103B

[Cthulhu · Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[nullptr_qwq's solution](#)

188.

1722G

[Even-Odd XOR · Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[nullptr_qwq's solution](#)

189.

1711C

[Color the Picture · Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nullptr_qwq's solution](#)

190.

2048D

[Kevin and Competition Memories · Tutorial](#)

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

191.

2034D

[Darius' Wisdom · Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[nullptr_qwq's solution](#)

192.

2018A

[Cards Partition · Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[nullptr_qwq's solution](#)

193.

1994C

[Hungry Games · Tutorial](#)

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

194.

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[nullptr_qwq's solution](#)

195.

1511D

[Min Cost String · Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[nullptr_qwq's solution](#)

196.

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[nullptr_qwq's solution](#)

197.

1801A

[The Very Beautiful Blanket · Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[nullptr_qwq's solution](#)

198.

1886C

[Decreasing String · Tutorial](#)

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[nullptr_qwq's solution](#)

199.

1856C

[To Become Max · Tutorial](#)

Quality: 18,327 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[nullptr_qwq's solution](#)

200.

1349A

[Orac and LCM · Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[nullptr_qwq's solution](#)

201.

1796C

[Maximum Set · Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[nullptr_qwq's solution](#)

202.

453A

[Little Pony and Expected Maximum · Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[nullptr_qwq's solution](#)

203.

1461D

[Divide and Summarize · Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2023-01-19 · last AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[nullptr_qwq's solution](#)

204.

1779C

[Least Prefix Sum · Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[nullptr_qwq's solution](#)

205.

1305C

[Kuroni and Impossible Calculation · Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[nullptr_qwq's solution](#)

206.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[nullptr_qwq's solution](#)

207.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[nullptr_qwq's solution](#)

208.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[nullptr_qwq's solution](#)

209.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-11 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

210.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[nullptr_qwq's solution](#)

211.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[nullptr_qwq's solution](#)

212.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[nullptr_qwq's solution](#)

213.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[nullptr_qwq's solution](#)

214.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[nullptr_qwq's solution](#)

215.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[nullptr_qwq's solution](#)

216.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[nullptr_qwq's solution](#)

217.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[nullptr_qwq's solution](#)

218.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[nullptr_qwq's solution](#)

219.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[nullptr_qwq's solution](#)

220.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[nullptr_qwq's solution](#)

221.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[nullptr_qwq's solution](#)

222.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[nullptr_qwq's solution](#)

223.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[nullptr_qwq's solution](#)

224.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[nullptr_qwq's solution](#)

225.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[nullptr_qwq's solution](#)

226.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[nullptr_qwq's solution](#)

227.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[nullptr_qwq's solution](#)

228.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[nullptr_qwq's solution](#)

229.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[nullptr_qwq's solution](#)

230.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[nullptr_qwq's solution](#)

231.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

232.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

233.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[nullptr_qwq's solution](#)

234.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[nullptr_qwq's solution](#)

235.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

236.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[nullptr_qwq's solution](#)

237.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[nullptr_qwq's solution](#)

238.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[nullptr_qwq's solution](#)

239.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[nullptr_qwq's solution](#)

240.

2006B

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

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

[nullptr_qwq's solution](#)

241.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[nullptr_qwq's solution](#)

242.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[nullptr_qwq's solution](#)

243.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[nullptr_qwq's solution](#)

244.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[nullptr_qwq's solution](#)

245.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[nullptr_qwq's solution](#)

246.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

247.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[nullptr_qwq's solution](#)

248.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[nullptr_qwq's solution](#)

249.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[nullptr_qwq's solution](#)

250.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[nullptr_qwq's solution](#)

251.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[nullptr_qwq's solution](#)

252.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[nullptr_qwq's solution](#)

253.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[nullptr_qwq's solution](#)

254.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[nullptr_qwq's solution](#)

255.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[nullptr_qwq's solution](#)

256.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[nullptr_qwq's solution](#)

257.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[nullptr_qwq's solution](#)

258.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

259.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[nullptr_qwq's solution](#)

260.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[nullptr_qwq's solution](#)

261.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[nullptr_qwq's solution](#)

262.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[nullptr_qwq's solution](#)

263.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[nullptr_qwq's solution](#)

264.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[nullptr_qwq's solution](#)

265.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[nullptr_qwq's solution](#)

266.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[nullptr_qwq's solution](#)

267.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[nullptr_qwq's solution](#)

268.

1994D

[Funny Game](#) · [Tutorial](#)

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

[nullptr_qwq's solution](#)

269.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[nullptr_qwq's solution](#)

270.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[nullptr_qwq's solution](#)

271.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[nullptr_qwq's solution](#)

272.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[nullptr_qwq's solution](#)

273.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[nullptr_qwq's solution](#)

274.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[nullptr_qwq's solution](#)

275.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[nullptr_qwq's solution](#)

276.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[nullptr_qwq's solution](#)

277.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2023-12-14 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[nullptr_qwq's solution](#)

278.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[nullptr_qwq's solution](#)

279.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[nullptr_qwq's solution](#)

280.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[nullptr_qwq's solution](#)

281.

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

[nullptr_qwq's solution](#)

282.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[nullptr_qwq's solution](#)

283.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[nullptr_qwq's solution](#)

284.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[nullptr_qwq's solution](#)

285.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[nullptr_qwq's solution](#)

286.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

implementation, sortings

[nullptr_qwq's solution](#)

287.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[nullptr_qwq's solution](#)

288.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[nullptr_qwq's solution](#)

289.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[nullptr_qwq's solution](#)

290.

1887A2

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

Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[nullptr_qwq's solution](#)

291.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[nullptr_qwq's solution](#)

292.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[nullptr_qwq's solution](#)

293.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[nullptr_qwq's solution](#)

294.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[nullptr_qwq's solution](#)

295.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[nullptr_qwq's solution](#)

296.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[nullptr_qwq's solution](#)

297.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[nullptr_qwq's solution](#)

298.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[nullptr_qwq's solution](#)

299.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[nullptr_qwq's solution](#)

300.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[nullptr_qwq's solution](#)

301.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[nullptr_qwq's solution](#)

302.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-22 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[nullptr_qwq's solution](#)

303.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[nullptr_qwq's solution](#)

304.

2048E

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

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

[nullptr_qwq's solution](#)

305.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[nullptr_qwq's solution](#)

306.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[nullptr_qwq's solution](#)

307.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[nullptr_qwq's solution](#)

308.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[nullptr_qwq's solution](#)

309.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[nullptr_qwq's solution](#)

310.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[nullptr_qwq's solution](#)

311.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[nullptr_qwq's solution](#)

312.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[nullptr_qwq's solution](#)

313.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[nullptr_qwq's solution](#)

314.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[nullptr_qwq's solution](#)

315.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[nullptr_qwq's solution](#)

316.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[nullptr_qwq's solution](#)

317.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[nullptr_qwq's solution](#)

318.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[nullptr_qwq's solution](#)

319.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[nullptr_qwq's solution](#)

320.

852B

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

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[nullptr_qwq's solution](#)

321.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[nullptr_qwq's solution](#)

322.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[nullptr_qwq's solution](#)

323.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[nullptr_qwq's solution](#)

324.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-09-06 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

325.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[nullptr_qwq's solution](#)

326.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[nullptr_qwq's solution](#)

327.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[nullptr_qwq's solution](#)

328.

1831D

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

Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[nullptr_qwq's solution](#)

329.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[nullptr_qwq's solution](#)

330.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[nullptr_qwq's solution](#)

331.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[nullptr_qwq's solution](#)

332.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[nullptr_qwq's solution](#)

333.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[nullptr_qwq's solution](#)

334.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[nullptr_qwq's solution](#)

335.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[nullptr_qwq's solution](#)

336.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[nullptr_qwq's solution](#)

337.

2135D1

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

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

[nullptr_qwq's solution](#)

338.

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[nullptr_qwq's solution](#)

339.

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[nullptr_qwq's solution](#)

340.

2038B

[Make It Equal · Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[nullptr_qwq's solution](#)

341.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[nullptr_qwq's solution](#)

342.

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

343.

372C

[Watching Fireworks is Fun · Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[nullptr_qwq's solution](#)

344.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[nullptr_qwq's solution](#)

345.

1975E

[Chain Queries · Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[nullptr_qwq's solution](#)

346.

1799D2

[Hot Start Up \(hard version\) · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[nullptr_qwq's solution](#)

347.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[nullptr_qwq's solution](#)

348.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[nullptr_qwq's solution](#)

349.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[nullptr_qwq's solution](#)

350.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[nullptr_qwq's solution](#)

351.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[nullptr_qwq's solution](#)

352.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[nullptr_qwq's solution](#)

353.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

354.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[nullptr_qwq's solution](#)

355.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[nullptr_qwq's solution](#)

356.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[nullptr_qwq's solution](#)

357.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[nullptr_qwq's solution](#)

358.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[nullptr_qwq's solution](#)

359.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[nullptr_qwq's solution](#)

360.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[nullptr_qwq's solution](#)

361.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[nullptr_qwq's solution](#)

362.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-23 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[nullptr_qwq's solution](#)

363.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[nullptr_qwq's solution](#)

364.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[nullptr_qwq's solution](#)

365.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[nullptr_qwq's solution](#)

366.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer

[nullptr_qwq's solution](#)

367.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[nullptr_qwq's solution](#)

368.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-09-06 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[nullptr_qwq's solution](#)

369.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[nullptr_qwq's solution](#)

370.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[nullptr_qwq's solution](#)

371.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[nullptr_qwq's solution](#)

372.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[nullptr_qwq's solution](#)

373.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[nullptr_qwq's solution](#)

374.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[nullptr_qwq's solution](#)

375.

1778D

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

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-01 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

376.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[nullptr_qwq's solution](#)

377.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[nullptr_qwq's solution](#)

378.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

379.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[nullptr_qwq's solution](#)

380.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[nullptr_qwq's solution](#)

381.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[nullptr_qwq's solution](#)

382.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[nullptr_qwq's solution](#)

383.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[nullptr_qwq's solution](#)

384.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[nullptr_qwq's solution](#)

385.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[nullptr_qwq's solution](#)

386.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[nullptr_qwq's solution](#)

387.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[nullptr_qwq's solution](#)

388.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[nullptr_qwq's solution](#)

389.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[nullptr_qwq's solution](#)

390.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[nullptr_qwq's solution](#)

391.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[nullptr_qwq's solution](#)

392.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[nullptr_qwq's solution](#)

393.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[nullptr_qwq's solution](#)

394.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[nullptr_qwq's solution](#)

395.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[nullptr_qwq's solution](#)

396.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[nullptr_qwq's solution](#)

397.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[nullptr_qwq's solution](#)

398.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[nullptr_qwq's solution](#)

399.

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, strings

[nullptr_qwq's solution](#)

400.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[nullptr_qwq's solution](#)

401.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[nullptr_qwq's solution](#)

402.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[nullptr_qwq's solution](#)

403.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[nullptr_qwq's solution](#)

404.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[nullptr_qwq's solution](#)

405.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

greedy, trees

[nullptr_qwq's solution](#)

406.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

407.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[nullptr_qwq's solution](#)

408.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[nullptr_qwq's solution](#)

409.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[nullptr_qwq's solution](#)

410.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[nullptr_qwq's solution](#)

411.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[nullptr_qwq's solution](#)

412.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[nullptr_qwq's solution](#)

413.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[nullptr_qwq's solution](#)

414.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[nullptr_qwq's solution](#)

415.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[nullptr_qwq's solution](#)

416.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[nullptr_qwq's solution](#)

417.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[nullptr_qwq's solution](#)

418.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[nullptr_qwq's solution](#)

419.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[nullptr_qwq's solution](#)

420.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[nullptr_qwq's solution](#)

421.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[nullptr_qwq's solution](#)

422.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[nullptr_qwq's solution](#)

423.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[nullptr_qwq's solution](#)

424.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy

[nullptr_qwq's solution](#)

425.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

426.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[nullptr_qwq's solution](#)

427.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[nullptr_qwq's solution](#)

428.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[nullptr_qwq's solution](#)

429.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[nullptr_qwq's solution](#)

430.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[nullptr_qwq's solution](#)

431.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[nullptr_qwq's solution](#)

432.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[nullptr_qwq's solution](#)

433.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[nullptr_qwq's solution](#)

434.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[nullptr_qwq's solution](#)

435.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[nullptr_qwq's solution](#)

436.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[nullptr_qwq's solution](#)

437.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[nullptr_qwq's solution](#)

438.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[nullptr_qwq's solution](#)

439.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[nullptr_qwq's solution](#)

440.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[nullptr_qwq's solution](#)

441.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[nullptr_qwq's solution](#)

442.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[nullptr_qwq's solution](#)

443.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[nullptr_qwq's solution](#)

444.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

implementation, sortings

[nullptr_qwq's solution](#)

445.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[nullptr_qwq's solution](#)

446.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[nullptr_qwq's solution](#)

447.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[nullptr_qwq's solution](#)

448.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

449.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[nullptr_qwq's solution](#)

450.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[nullptr_qwq's solution](#)

451.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-03-13 · last AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[nullptr_qwq's solution](#)

452.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[nullptr_qwq's solution](#)

453.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

454.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[nullptr_qwq's solution](#)

455.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[nullptr_qwq's solution](#)

456.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[nullptr_qwq's solution](#)

457.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[nullptr_qwq's solution](#)

458.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[nullptr_qwq's solution](#)

459.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

460.

1912G

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

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-14 · last AC: 2024-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

461.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[nullptr_qwq's solution](#)

462.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[nullptr_qwq's solution](#)

463.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[nullptr_qwq's solution](#)

464.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[nullptr_qwq's solution](#)

465.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[nullptr_qwq's solution](#)

466.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[nullptr_qwq's solution](#)

467.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[nullptr_qwq's solution](#)

468.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[nullptr_qwq's solution](#)

469.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[nullptr_qwq's solution](#)

470.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[nullptr_qwq's solution](#)

471.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[nullptr_qwq's solution](#)

472.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[nullptr_qwq's solution](#)

473.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[nullptr_qwq's solution](#)

474.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[nullptr_qwq's solution](#)

475.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[nullptr_qwq's solution](#)

476.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[nullptr_qwq's solution](#)

477.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[nullptr_qwq's solution](#)

478.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[nullptr_qwq's solution](#)

479.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

480.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[nullptr_qwq's solution](#)

481.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

482.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

483.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[nullptr_qwq's solution](#)

484.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[nullptr_qwq's solution](#)

485.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[nullptr_qwq's solution](#)

486.

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[nullptr_qwq's solution](#)

487.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

488.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

489.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[nullptr_qwq's solution](#)

490.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[nullptr_qwq's solution](#)

491.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[nullptr_qwq's solution](#)

492.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[nullptr_qwq's solution](#)

493.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[nullptr_qwq's solution](#)

494.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[nullptr_qwq's solution](#)

495.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[nullptr_qwq's solution](#)

496.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-11-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

497.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[nullptr_qwq's solution](#)

498.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[nullptr_qwq's solution](#)

499.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[nullptr_qwq's solution](#)

500.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[nullptr_qwq's solution](#)

501.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-11 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[nullptr_qwq's solution](#)

502.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[nullptr_qwq's solution](#)

503.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[nullptr_qwq's solution](#)

504.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[nullptr_qwq's solution](#)

505.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[nullptr_qwq's solution](#)

506.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[nullptr_qwq's solution](#)

507.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[nullptr_qwq's solution](#)

508.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[nullptr_qwq's solution](#)

509.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[nullptr_qwq's solution](#)

510.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[nullptr_qwq's solution](#)

511.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-02-03 · last AC: 2025-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[nullptr_qwq's solution](#)

512.

2135D2

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

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

[nullptr_qwq's solution](#)

513.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[nullptr_qwq's solution](#)

514.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[nullptr_qwq's solution](#)

515.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[nullptr_qwq's solution](#)

516.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[nullptr_qwq's solution](#)

517.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[nullptr_qwq's solution](#)

518.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[nullptr_qwq's solution](#)

519.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[nullptr_qwq's solution](#)

520.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[nullptr_qwq's solution](#)

521.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[nullptr_qwq's solution](#)

522.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[nullptr_qwq's solution](#)

523.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[nullptr_qwq's solution](#)

524.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[nullptr_qwq's solution](#)

525.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[nullptr_qwq's solution](#)

526.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[nullptr_qwq's solution](#)

527.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[nullptr_qwq's solution](#)

528.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

529.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

530.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[nullptr_qwq's solution](#)

531.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[nullptr_qwq's solution](#)

532.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[nullptr_qwq's solution](#)

533.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[nullptr_qwq's solution](#)

534.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[nullptr_qwq's solution](#)

535.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[nullptr_qwq's solution](#)

536.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[nullptr_qwq's solution](#)

537.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math
[nullptr_qwq's solution](#)

538.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[nullptr_qwq's solution](#)

539.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[nullptr_qwq's solution](#)

540.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[nullptr_qwq's solution](#)

541.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[nullptr_qwq's solution](#)

542.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[nullptr_qwq's solution](#)

543.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math
[nullptr_qwq's solution](#)

544.

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[nullptr_qwq's solution](#)

545.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[nullptr_qwq's solution](#)

546.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

547.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[nullptr_qwq's solution](#)

548.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[nullptr_qwq's solution](#)

549.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[nullptr_qwq's solution](#)

550.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[nullptr_qwq's solution](#)

551.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[nullptr_qwq's solution](#)

552.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[nullptr_qwq's solution](#)

553.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[nullptr_qwq's solution](#)

554.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[nullptr_qwq's solution](#)

555.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[nullptr_qwq's solution](#)

556.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

557.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

558.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-12-14 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[nullptr_qwq's solution](#)

559.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[nullptr_qwq's solution](#)

560.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[nullptr_qwq's solution](#)

561.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[nullptr_qwq's solution](#)

562.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[nullptr_qwq's solution](#)

563.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

564.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[nullptr_qwq's solution](#)

565.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[nullptr_qwq's solution](#)

566.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[nullptr_qwq's solution](#)

567.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[nullptr_qwq's solution](#)

568.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[nullptr_qwq's solution](#)

569.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[nullptr_qwq's solution](#)

570.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[nullptr_qwq's solution](#)

571.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · last AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[nullptr_qwq's solution](#)

572.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[nullptr_qwq's solution](#)

573.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[nullptr_qwq's solution](#)

574.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[nullptr_qwq's solution](#)

575.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[nullptr_qwq's solution](#)

576.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search
[nullptr_qwq's solution](#)

577.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[nullptr_qwq's solution](#)

578.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[nullptr_qwq's solution](#)

579.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

580.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[nullptr_qwq's solution](#)

581.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
[nullptr_qwq's solution](#)

582.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math
[nullptr_qwq's solution](#)

583.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[nullptr_qwq's solution](#)

584.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[nullptr_qwq's solution](#)

585.

1580B

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

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[nullptr_qwq's solution](#)

586.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

587.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[nullptr_qwq's solution](#)

588.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[nullptr_qwq's solution](#)

589.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[nullptr_qwq's solution](#)

590.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-02-11 · last AC: 2024-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[nullptr_qwq's solution](#)

591.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[nullptr_qwq's solution](#)

592.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[nullptr_qwq's solution](#)

593.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[nullptr_qwq's solution](#)

594.

811E

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

Quality: 980 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[nullptr_qwq's solution](#)

595.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[nullptr_qwq's solution](#)

596.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[nullptr_qwq's solution](#)

597.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[nullptr_qwq's solution](#)

598.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

599.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[nullptr_qwq's solution](#)

600.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[nullptr_qwq's solution](#)

601.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[nullptr_qwq's solution](#)

602.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[nullptr_qwq's solution](#)

603.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[nullptr_qwq's solution](#)

604.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[nullptr_qwq's solution](#)

605.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

606.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[nullptr_qwq's solution](#)

607.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[nullptr_qwq's solution](#)

608.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[nullptr_qwq's solution](#)

609.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[nullptr_qwq's solution](#)

610.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[nullptr_qwq's solution](#)

611.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[nullptr_qwq's solution](#)

612.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[nullptr_qwq's solution](#)

613.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[nullptr_qwq's solution](#)

614.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[nullptr_qwq's solution](#)

615.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[nullptr_qwq's solution](#)

616.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[nullptr_qwq's solution](#)

617.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[nullptr_qwq's solution](#)

618.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nullptr_qwq's solution](#)

619.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[nullptr_qwq's solution](#)

620.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[nullptr_qwq's solution](#)

621.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[nullptr_qwq's solution](#)

622.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[nullptr_qwq's solution](#)

623.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[nullptr_qwq's solution](#)

624.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[nullptr_qwq's solution](#)

625.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[nullptr_qwq's solution](#)

626.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[nullptr_qwq's solution](#)

627.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[nullptr_qwq's solution](#)

628.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[nullptr_qwq's solution](#)

629.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[nullptr_qwq's solution](#)

630.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[nullptr_qwq's solution](#)

631.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[nullptr_qwq's solution](#)

632.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[nullptr_qwq's solution](#)

633.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[nullptr_qwq's solution](#)

634.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[nullptr_qwq's solution](#)

635.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[nullptr_qwq's solution](#)

636.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices
[nullptr_qwq's solution](#)

637.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[nullptr_qwq's solution](#)

638.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp
[nullptr_qwq's solution](#)

639.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees
[nullptr_qwq's solution](#)

640.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-05-08 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers
[nullptr_qwq's solution](#)

641.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[nullptr_qwq's solution](#)

642.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[nullptr_qwq's solution](#)

643.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[nullptr_qwq's solution](#)

644.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[nullptr_qwq's solution](#)

645.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[nullptr_qwq's solution](#)

646.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[nullptr_qwq's solution](#)

647.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[nullptr_qwq's solution](#)

648.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[nullptr_qwq's solution](#)

649.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[nullptr_qwq's solution](#)

650.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[nullptr_qwq's solution](#)

651.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[nullptr_qwq's solution](#)

652.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[nullptr_qwq's solution](#)

653.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

654.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[nullptr_qwq's solution](#)

655.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[nullptr_qwq's solution](#)

656.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[nullptr_qwq's solution](#)

657.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[nullptr_qwq's solution](#)

658.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[nullptr_qwq's solution](#)

659.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[nullptr_qwq's solution](#)

660.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math
[nullptr_qwq's solution](#)

661.

1801F

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

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[nullptr_qwq's solution](#)

662.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[nullptr_qwq's solution](#)

663.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[nullptr_qwq's solution](#)

664.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[nullptr_qwq's solution](#)

665.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[nullptr_qwq's solution](#)

666.

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[nullptr_qwq's solution](#)

667.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[nullptr_qwq's solution](#)

668.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[nullptr_qwq's solution](#)

669.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[nullptr_qwq's solution](#)

670.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[nullptr_qwq's solution](#)

671.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[nullptr_qwq's solution](#)

672.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[nullptr_qwq's solution](#)

673.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

674.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[nullptr_qwq's solution](#)

675.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[nullptr_qwq's solution](#)

676.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[nullptr_qwq's solution](#)

677.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[nullptr_qwq's solution](#)

678.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[nullptr_qwq's solution](#)

679.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[nullptr_qwq's solution](#)

680.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[nullptr_qwq's solution](#)

681.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-01-25 · last AC: 2024-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[nullptr_qwq's solution](#)

682.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[nullptr_qwq's solution](#)

683.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[nullptr_qwq's solution](#)

684.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[nullptr_qwq's solution](#)

685.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
[nullptr_qwq's solution](#)

686.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-12-22 · last AC: 2024-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
[nullptr_qwq's solution](#)

687.

1993F2

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[nullptr_qwq's solution](#)

688.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[nullptr_qwq's solution](#)

689.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees
[nullptr_qwq's solution](#)

690.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[nullptr_qwq's solution](#)

691.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[nullptr_qwq's solution](#)

692.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[nullptr_qwq's solution](#)

693.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[nullptr_qwq's solution](#)

694.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[nullptr_qwq's solution](#)

695.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-11 · last AC: 2024-08-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[nullptr_qwq's solution](#)

696.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

697.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs

[nullptr_qwq's solution](#)

698.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[nullptr_qwq's solution](#)

699.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-02-01 · last AC: 2024-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[nullptr_qwq's solution](#)

700.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

701.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[nullptr_qwq's solution](#)

702.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[nullptr_qwq's solution](#)

703.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[nullptr_qwq's solution](#)

704.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[nullptr_qwq's solution](#)

705.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[nullptr_qwq's solution](#)

706.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[nullptr_qwq's solution](#)

707.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-03-14 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[nullptr_qwq's solution](#)

708.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[nullptr_qwq's solution](#)

709.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[nullptr_qwq's solution](#)

710.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[nullptr_qwq's solution](#)

711.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[nullptr_qwq's solution](#)

712.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[nullptr_qwq's solution](#)

713.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[nullptr_qwq's solution](#)

714.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[nullptr_qwq's solution](#)

715.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[nullptr_qwq's solution](#)

716.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[nullptr_qwq's solution](#)

717.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[nullptr_qwq's solution](#)

718.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[nullptr_qwq's solution](#)

719.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[nullptr_qwq's solution](#)

720.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[nullptr_qwq's solution](#)

721.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

722.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[nullptr_qwq's solution](#)

723.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[nullptr_qwq's solution](#)

724.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

725.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-09 · last AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[nullptr_qwq's solution](#)

726.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[nullptr_qwq's solution](#)

727.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

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728.

2115D

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

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

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729.

1906G

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730.

2062F

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731.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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732.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[nullptr_qwq's solution](#)

733.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[nullptr_qwq's solution](#)

734.

2018F1

[Speedbreaker Counting \(Easy Version\) · Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
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735.

1456D

[Cakes for Clones · Tutorial](#)

Rating: 2900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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736.

1415F

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Quality: 564 global accepts · Rating: 2900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

737.

2001E2

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Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
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738.

1580D

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Quality: 1,105 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
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739.

1995E2

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Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[nullptr_qwq's solution](#)

740.

1713F

[Lost Array · Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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741.

1987G1

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Quality: 344 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[nullptr_qwq's solution](#)

742.

1500D

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Quality: 587 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers
[nullptr_qwq's solution](#)

743.

1605F

[PalindORme · Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[nullptr_qwq's solution](#)

744.

1553H

[XOR and Distance · Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[nullptr_qwq's solution](#)

745.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[nullptr_qwq's solution](#)

746.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[nullptr_qwq's solution](#)

747.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[nullptr_qwq's solution](#)

748.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[nullptr_qwq's solution](#)

749.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[nullptr_qwq's solution](#)

750.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings
[nullptr_qwq's solution](#)

751.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[nullptr_qwq's solution](#)

752.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities
[nullptr_qwq's solution](#)

753.

1928F

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Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[nullptr_qwq's solution](#)

754.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[nullptr_qwq's solution](#)

755.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[nullptr_qwq's solution](#)

756.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-10-31 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[nullptr_qwq's solution](#)

757.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[nullptr_qwq's solution](#)

758.

1552G

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Quality: 670 global accepts · Rating: 3000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[nullptr_qwq's solution](#)

759.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[nullptr_qwq's solution](#)

760.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[nullptr_qwq's solution](#)

761.

1801E

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Quality: 615 global accepts · Rating: 3000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[nullptr_qwq's solution](#)

762.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[nullptr_qwq's solution](#)

763.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[nullptr_qwq's solution](#)

764.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[nullptr_qwq's solution](#)

765.

2018F2

[Speedbreaker Counting \(Medium Version\) · Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[nullptr_qwq's solution](#)

766.

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[nullptr_qwq's solution](#)

767.

1956F

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Quality: 483 global accepts · Rating: 3000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings
[nullptr_qwq's solution](#)

768.

1342F

[Make It Ascending · Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[nullptr_qwq's solution](#)

769.

1969F

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Quality: 403 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[nullptr_qwq's solution](#)

770.

1988F

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Quality: 422 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[nullptr_qwq's solution](#)

771.

1989F

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Quality: 604 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs
[nullptr_qwq's solution](#)

772.

1983G

[Your Loss · Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees
[nullptr_qwq's solution](#)

773.

1874E

[Jellyfish and Hack · Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[nullptr_qwq's solution](#)

774.

1476F

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Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[nullptr_qwq's solution](#)

775.

1981F

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Quality: 349 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[nullptr_qwq's solution](#)

776.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[nullptr_qwq's solution](#)

777.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[nullptr_qwq's solution](#)

778.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[nullptr_qwq's solution](#)

779.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-02-11 · last AC: 2024-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[nullptr_qwq's solution](#)

780.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[nullptr_qwq's solution](#)

781.

1707D

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Quality: 891 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[nullptr_qwq's solution](#)

782.

1175G

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Quality: 707 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[nullptr_qwq's solution](#)

783.

1758F

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Quality: 218 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

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784.

1603D

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[nullptr_qwq's solution](#)

785.

1909G

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786.

1609G

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787.

1842H

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788.

1824D

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789.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[nullptr_qwq's solution](#)

790.

1163F

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Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[nullptr_qwq's solution](#)

791.

603E

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Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[nullptr_qwq's solution](#)

792.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[nullptr_qwq's solution](#)

793.

526F

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Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[nullptr_qwq's solution](#)

794.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[nullptr_qwq's solution](#)

795.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, two pointers

[nullptr_qwq's solution](#)

796.

1616H

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Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[nullptr_qwq's solution](#)

797.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[nullptr_qwq's solution](#)

798.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[nullptr_qwq's solution](#)

799.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

800.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-11-30 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[nullptr_qwq's solution](#)

801.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[nullptr_qwq's solution](#)

802.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[nullptr_qwq's solution](#)

803.

2172D

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

Quality: 103 global accepts · Rating: 3100 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[nullptr_qwq's solution](#)

804.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[nullptr_qwq's solution](#)

805.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[nullptr_qwq's solution](#)

806.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[nullptr_qwq's solution](#)

807.

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[nullptr_qwq's solution](#)

808.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[nullptr_qwq's solution](#)

809.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[nullptr_qwq's solution](#)

810.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[nullptr_qwq's solution](#)

811.

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[nullptr_qwq's solution](#)

812.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[nullptr_qwq's solution](#)

813.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[nullptr_qwq's solution](#)

814.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

815.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[nullptr_qwq's solution](#)

816.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[nullptr_qwq's solution](#)

817.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[nullptr_qwq's solution](#)

818.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[nullptr_qwq's solution](#)

819.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

820.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

821.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[nullptr_qwq's solution](#)

822.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[nullptr_qwq's solution](#)

823.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[nullptr_qwq's solution](#)

824.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[nullptr_qwq's solution](#)

825.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[nullptr_qwq's solution](#)

826.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[nullptr_qwq's solution](#)

827.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy
[nullptr_qwq's solution](#)

828.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[nullptr_qwq's solution](#)

829.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[nullptr_qwq's solution](#)

830.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[nullptr_qwq's solution](#)

831.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2024-04-02 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[nullptr_qwq's solution](#)

832.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[nullptr_qwq's solution](#)

833.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-04-30 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[nullptr_qwq's solution](#)

834.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[nullptr_qwq's solution](#)

835.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[nullptr_qwq's solution](#)

836.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[nullptr_qwq's solution](#)

837.

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, graphs
[nullptr_qwq's solution](#)

838.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[nullptr_qwq's solution](#)

839.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[nullptr_qwq's solution](#)

840.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[nullptr_qwq's solution](#)

841.

1268D

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

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math
[nullptr_qwq's solution](#)

842.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures
[nullptr_qwq's solution](#)

843.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[nullptr_qwq's solution](#)

844.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
[nullptr_qwq's solution](#)

845.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[nullptr_qwq's solution](#)

846.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[nullptr_qwq's solution](#)

847.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[nullptr_qwq's solution](#)

848.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[nullptr_qwq's solution](#)

849.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry

[nullptr_qwq's solution](#)

850.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

851.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[nullptr_qwq's solution](#)

852.

1109F

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

Quality: 366 global accepts · Rating: 3200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[nullptr_qwq's solution](#)

853.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[nullptr_qwq's solution](#)

854.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[nullptr_qwq's solution](#)

855.

1859F

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

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[nullptr_qwq's solution](#)

856.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[nullptr_qwq's solution](#)

857.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[nullptr_qwq's solution](#)

858.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[nullptr_qwq's solution](#)

859.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[nullptr_qwq's solution](#)

860.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, graphs, trees
[nullptr_qwq's solution](#)

861.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[nullptr_qwq's solution](#)

862.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[nullptr_qwq's solution](#)

863.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees
[nullptr_qwq's solution](#)

864.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[nullptr_qwq's solution](#)

865.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, games
[nullptr_qwq's solution](#)

866.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation
[nullptr_qwq's solution](#)

867.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[nullptr_qwq's solution](#)

868.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[nullptr_qwq's solution](#)

869.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[nullptr_qwq's solution](#)

870.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[nullptr_qwq's solution](#)

871.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[nullptr_qwq's solution](#)

872.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[nullptr_qwq's solution](#)

873.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[nullptr_qwq's solution](#)

874.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs
[nullptr_qwq's solution](#)

875.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry
[nullptr_qwq's solution](#)

876.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[nullptr_qwq's solution](#)

877.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[nullptr_qwq's solution](#)

878.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[nullptr_qwq's solution](#)

879.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[nullptr_qwq's solution](#)

880.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers
[nullptr_qwq's solution](#)

881.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing
[nullptr_qwq's solution](#)

882.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[nullptr_qwq's solution](#)

883.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[nullptr_qwq's solution](#)

884.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[nullptr_qwq's solution](#)

885.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[nullptr_qwq's solution](#)

886.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[nullptr_qwq's solution](#)

887.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers
[nullptr_qwq's solution](#)

888.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[nullptr_qwq's solution](#)

889.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[nullptr_qwq's solution](#)

890.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[nullptr_qwq's solution](#)

891.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

892.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[nullptr_qwq's solution](#)

893.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[nullptr_qwq's solution](#)

894.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[nullptr_qwq's solution](#)

895.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[nullptr_qwq's solution](#)

896.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[nullptr_qwq's solution](#)

897.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[nullptr_qwq's solution](#)

898.

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

899.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

900.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, trees
[nullptr_qwq's solution](#)

901.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[nullptr_qwq's solution](#)

902.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math
[nullptr_qwq's solution](#)

903.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[nullptr_qwq's solution](#)

904.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules
[nullptr_qwq's solution](#)

905.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[nullptr_qwq's solution](#)

906.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[nullptr_qwq's solution](#)

907.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[nullptr_qwq's solution](#)

908.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[nullptr_qwq's solution](#)

909.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees

[nullptr_qwq's solution](#)

910.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[nullptr_qwq's solution](#)

911.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[nullptr_qwq's solution](#)

912.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[nullptr_qwq's solution](#)

913.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[nullptr_qwq's solution](#)

914.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[nullptr_qwq's solution](#)

915.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

916.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[nullptr_qwq's solution](#)

917.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[nullptr_qwq's solution](#)

918.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2024-08-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

919.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

920.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs

[nullptr_qwq's solution](#)

921.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[nullptr_qwq's solution](#)

922.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[nullptr_qwq's solution](#)

923.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[nullptr_qwq's solution](#)

924.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[nullptr_qwq's solution](#)

925.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[nullptr_qwq's solution](#)

926.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[nullptr_qwq's solution](#)

927.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[nullptr_qwq's solution](#)

928.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[nullptr_qwq's solution](#)

929.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[nullptr_qwq's solution](#)

930.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[nullptr_qwq's solution](#)

931.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[nullptr_qwq's solution](#)

932.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

933.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)

934.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[nullptr_qwq's solution](#)

935.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees
[nullptr_qwq's solution](#)

936.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation
[nullptr_qwq's solution](#)

937.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[nullptr_qwq's solution](#)

938.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[nullptr_qwq's solution](#)

939.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[nullptr_qwq's solution](#)

940.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nullptr_qwq's solution](#)

941.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[nullptr_qwq's solution](#)

942.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[nullptr_qwq's solution](#)

943.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[nullptr_qwq's solution](#)

944.

104823G

[RTW665](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

945.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

946.

102059C

[Dstory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

947.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

948.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

949.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

950.

104791B

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[nullptr_qwq's solution](#)

951.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp
[nullptr_qwq's solution](#)