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1997C

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Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[oceed's solution](#)

104.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[oceed's solution](#)

105.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ocee's solution](#)

106.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ocee's solution](#)

107.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ocee's solution](#)

108.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[ocee's solution](#)

109.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ocee's solution](#)

110.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ocee's solution](#)

111.

1708B

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

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ocee's solution](#)

112.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[ocee's solution](#)

113.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[ocee's solution](#)

114.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ocee's solution](#)

115.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[oceed's solution](#)

116.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[oceed's solution](#)

117.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[oceed's solution](#)

118.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[oceed's solution](#)

119.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[oceed's solution](#)

120.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[oceed's solution](#)

121.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[oceed's solution](#)

122.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[oceed's solution](#)

123.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[oceed's solution](#)

124.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[oceed's solution](#)

125.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[oceed's solution](#)

126.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[oceed's solution](#)

127.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[oceed's solution](#)

128.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[oceed's solution](#)

129.

2174A

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

Quality: 14,301 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[oceed's solution](#)

130.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[oceed's solution](#)

131.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[oceed's solution](#)

132.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[oceed's solution](#)

133.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[oceed's solution](#)

134.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[oceed's solution](#)

135.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[oceed's solution](#)

136.

1848B

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

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[oceedff's solution](#)

137.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[oceedff's solution](#)

138.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[oceedff's solution](#)

139.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[oceedff's solution](#)

140.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[oceedff's solution](#)

141.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[oceedff's solution](#)

142.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[oceedff's solution](#)

143.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[oceedff's solution](#)

144.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[oceedff's solution](#)

145.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[oceedff's solution](#)

146.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[oceed's solution](#)

147.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[oceed's solution](#)

148.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[oceed's solution](#)

149.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[oceed's solution](#)

150.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[oceed's solution](#)

151.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[oceed's solution](#)

152.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[oceed's solution](#)

153.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[oceed's solution](#)

154.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[oceed's solution](#)

155.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[oceed's solution](#)

156.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[ocee's solution](#)

157.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[ocee's solution](#)

158.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ocee's solution](#)

159.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ocee's solution](#)

160.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ocee's solution](#)

161.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ocee's solution](#)

162.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ocee's solution](#)

163.

1602C

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

Rating: 1300 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ocee's solution](#)

164.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ocee's solution](#)

165.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ocee's solution](#)

166.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[oceedf's solution](#)

167.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[oceedf's solution](#)

168.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[oceedf's solution](#)

169.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[oceedf's solution](#)

170.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[oceedf's solution](#)

171.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[oceedf's solution](#)

172.

1887A1

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

Rating: 1400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[oceedf's solution](#)

173.

1967B1

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

Quality: 16,056 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[oceedf's solution](#)

174.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[oceedf's solution](#)

175.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-28 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[oceedf's solution](#)

176.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[oceed's solution](#)

177.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[oceed's solution](#)

178.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[oceed's solution](#)

179.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[oceed's solution](#)

180.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[oceed's solution](#)

181.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[oceed's solution](#)

182.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[oceed's solution](#)

183.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[oceed's solution](#)

184.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[oceed's solution](#)

185.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[oceed's solution](#)

186.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[oceedf's solution](#)

187.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[oceedf's solution](#)

188.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[oceedf's solution](#)

189.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[oceedf's solution](#)

190.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[oceedf's solution](#)

191.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[oceedf's solution](#)

192.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[oceedf's solution](#)

193.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[oceedf's solution](#)

194.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2021-11-11 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[oceedf's solution](#)

195.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[oceedf's solution](#)

196.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation, sortings, two pointers

[oceedf's solution](#)

197.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[oceedf's solution](#)

198.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[oceedf's solution](#)

199.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[oceedf's solution](#)

200.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[oceedf's solution](#)

201.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[oceedf's solution](#)

202.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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203.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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204.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[oceedf's solution](#)

205.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[oceedf's solution](#)

206.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[oceedf's solution](#)

207.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[oceedf's solution](#)

208.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[oceedf's solution](#)

209.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[oceedf's solution](#)

210.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[oceedf's solution](#)

211.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
[oceedf's solution](#)

212.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[oceedf's solution](#)

213.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy
[oceedf's solution](#)

214.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[oceedf's solution](#)

215.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[oceedf's solution](#)

216.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[oceedff's solution](#)

217.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[oceedff's solution](#)

218.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[oceedff's solution](#)

219.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[oceedff's solution](#)

220.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[oceedff's solution](#)

221.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[oceedff's solution](#)

222.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings
[oceedff's solution](#)

223.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[oceedff's solution](#)

224.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[oceedff's solution](#)

225.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[oceedff's solution](#)

226.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[oceedf's solution](#)

227.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[oceedf's solution](#)

228.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[oceedf's solution](#)

229.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[oceedf's solution](#)

230.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[oceedf's solution](#)

231.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[oceedf's solution](#)

232.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[oceedf's solution](#)

233.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[oceedf's solution](#)

234.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[oceedf's solution](#)

235.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[oceed's solution](#)

236.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[oceed's solution](#)

237.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[oceed's solution](#)

238.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[oceed's solution](#)

239.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[oceed's solution](#)

240.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[oceed's solution](#)

241.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[oceed's solution](#)

242.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[oceed's solution](#)

243.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[oceed's solution](#)

244.

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[oceed's solution](#)

245.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[oceed's solution](#)

246.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry,

greedy, math, sortings

[oceed's solution](#)

247.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[oceed's solution](#)

248.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[oceed's solution](#)

249.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[oceed's solution](#)

250.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[oceed's solution](#)

251.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[oceed's solution](#)

252.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings

[oceed's solution](#)

253.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[oceed's solution](#)

254.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[oceed's solution](#)

255.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[oceed's solution](#)

256.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[oceedf's solution](#)

257.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[oceedf's solution](#)

258.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[oceedf's solution](#)

259.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[oceedf's solution](#)

260.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[oceedf's solution](#)

261.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[oceedf's solution](#)

262.

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[oceedf's solution](#)

263.

1731C

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Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[oceedf's solution](#)

264.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[oceedf's solution](#)

265.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[oceedf's solution](#)

266.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[oceedff's solution](#)

267.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[oceedff's solution](#)

268.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[oceedff's solution](#)

269.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[oceedff's solution](#)

270.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[oceedff's solution](#)

271.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: strings
[oceedff's solution](#)

272.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[oceedff's solution](#)

273.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[oceedff's solution](#)

274.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[oceedff's solution](#)

275.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-17 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[oceedff's solution](#)

276.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[oceed's solution](#)

277.

1586C

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

Rating: 1700 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[oceed's solution](#)

278.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[oceed's solution](#)

279.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[oceed's solution](#)

280.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[oceed's solution](#)

281.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[oceed's solution](#)

282.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[oceed's solution](#)

283.

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[oceed's solution](#)

284.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[oceed's solution](#)

285.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[oceed's solution](#)

286.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[oceedf's solution](#)

287.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math
[oceedf's solution](#)

288.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp
[oceedf's solution](#)

289.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[oceedf's solution](#)

290.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[oceedf's solution](#)

291.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[oceedf's solution](#)

292.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[oceedf's solution](#)

293.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, strings
[oceedf's solution](#)

294.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[oceedf's solution](#)

295.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[oceedf's solution](#)

296.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[oceedf's solution](#)

297.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[oceedf's solution](#)

298.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[oceedf's solution](#)

299.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[oceedf's solution](#)

300.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[oceedf's solution](#)

301.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[oceedf's solution](#)

302.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[oceedf's solution](#)

303.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[oceedf's solution](#)

304.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[oceedf's solution](#)

305.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[oceed's solution](#)

306.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[oceed's solution](#)

307.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[oceed's solution](#)

308.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[oceed's solution](#)

309.

1509C

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

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-10-07 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[oceed's solution](#)

310.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[oceed's solution](#)

311.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[oceed's solution](#)

312.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[oceed's solution](#)

313.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[oceed's solution](#)

314.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[oceed's solution](#)

315.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[oceed's solution](#)

316.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
[oceedf's solution](#)

317.

1887A2

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

Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[oceedf's solution](#)

318.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[oceedf's solution](#)

319.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[oceedf's solution](#)

320.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[oceedf's solution](#)

321.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[oceedf's solution](#)

322.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees
[oceedf's solution](#)

323.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp
[oceedf's solution](#)

324.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[oceedf's solution](#)

325.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[oceedf's solution](#)

326.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2023-10-17 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[oceed's solution](#)

327.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2023-10-17 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[oceed's solution](#)

328.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[oceed's solution](#)

329.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceed's solution](#)

330.

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[oceed's solution](#)

331.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[oceed's solution](#)

332.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[oceed's solution](#)

333.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[oceed's solution](#)

334.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[oceed's solution](#)

335.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, trees

[oceed's solution](#)

336.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[oceed's solution](#)

337.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[oceed's solution](#)

338.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[oceed's solution](#)

339.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[oceed's solution](#)

340.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[oceed's solution](#)

341.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[oceed's solution](#)

342.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[oceed's solution](#)

343.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp

[oceed's solution](#)

344.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[oceed's solution](#)

345.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[oceed's solution](#)

346.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[oceed's solution](#)

347.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[oceed's solution](#)

348.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[oceed's solution](#)

349.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[oceed's solution](#)

350.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[oceed's solution](#)

351.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[oceed's solution](#)

352.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[oceed's solution](#)

353.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[oceed's solution](#)

354.

1092F

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

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[oceed's solution](#)

355.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[oceed's solution](#)

356.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[oceed's solution](#)

357.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ocee's solution](#)

358.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ocee's solution](#)

359.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ocee's solution](#)

360.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[ocee's solution](#)

361.

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[ocee's solution](#)

362.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ocee's solution](#)

363.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ocee's solution](#)

364.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ocee's solution](#)

365.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ocee's solution](#)

366.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ocee's solution](#)

367.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[oceedf's solution](#)

368.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-08-07 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[oceedf's solution](#)

369.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[oceedf's solution](#)

370.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[oceedf's solution](#)

371.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[oceedf's solution](#)

372.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[oceedf's solution](#)

373.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy

[oceedf's solution](#)

374.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[oceedf's solution](#)

375.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[oceedf's solution](#)

376.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[oceed's solution](#)

377.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[oceed's solution](#)

378.

1754E

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

Rating: 2000 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[oceed's solution](#)

379.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[oceed's solution](#)

380.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[oceed's solution](#)

381.

852B

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

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[oceed's solution](#)

382.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[oceed's solution](#)

383.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[oceed's solution](#)

384.

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[oceed's solution](#)

385.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceed's solution](#)

386.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[oceed's solution](#)

387.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[oceedf's solution](#)

388.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceedf's solution](#)

389.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[oceedf's solution](#)

390.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[oceedf's solution](#)

391.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[oceedf's solution](#)

392.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[oceedf's solution](#)

393.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[oceedf's solution](#)

394.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[oceedf's solution](#)

395.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[oceedf's solution](#)

396.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[oceedf's solution](#)

397.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[oceedf's solution](#)

398.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ocee's solution](#)

399.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ocee's solution](#)

400.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ocee's solution](#)

401.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ocee's solution](#)

402.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ocee's solution](#)

403.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ocee's solution](#)

404.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[ocee's solution](#)

405.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[ocee's solution](#)

406.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[ocee's solution](#)

407.

1574D

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

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

[ocee's solution](#)

408.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[oceed's solution](#)

409.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[oceed's solution](#)

410.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[oceed's solution](#)

411.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: *special, data structures

[oceed's solution](#)

412.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[oceed's solution](#)

413.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[oceed's solution](#)

414.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[oceed's solution](#)

415.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2023-11-15 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[oceed's solution](#)

416.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[oceed's solution](#)

417.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[oceed's solution](#)

418.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[oceed's solution](#)

419.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[oceed's solution](#)

420.

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[oceed's solution](#)

421.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[oceed's solution](#)

422.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[oceed's solution](#)

423.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[oceed's solution](#)

424.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, geometry

[oceed's solution](#)

425.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[oceed's solution](#)

426.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[oceed's solution](#)

427.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[oceed's solution](#)

428.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[oceed's solution](#)

429.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[oceed's solution](#)

430.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[oceed's solution](#)

431.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[oceed's solution](#)

432.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[oceed's solution](#)

433.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[oceed's solution](#)

434.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[oceed's solution](#)

435.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[oceed's solution](#)

436.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities

[oceed's solution](#)

437.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[oceed's solution](#)

438.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[oceed's solution](#)

439.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[oceed's solution](#)

440.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[oceed's solution](#)

441.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[oceed's solution](#)

442.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[oceed's solution](#)

443.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[oceed's solution](#)

444.

2209E

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

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[oceed's solution](#)

445.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[oceed's solution](#)

446.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[oceed's solution](#)

447.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[oceed's solution](#)

448.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[oceed's solution](#)

449.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[oceed's solution](#)

450.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[oceed's solution](#)

451.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[oceed's solution](#)

452.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceed's solution](#)

453.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[oceed's solution](#)

454.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[oceed's solution](#)

455.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[oceed's solution](#)

456.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[oceed's solution](#)

457.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dsu, greedy, sortings

[oceed's solution](#)

458.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[oceed's solution](#)

459.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[oceed's solution](#)

460.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[oceed's solution](#)

461.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[oceed's solution](#)

462.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[oceed's solution](#)

463.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[oceed's solution](#)

464.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[oceed's solution](#)

465.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[oceed's solution](#)

466.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[oceed's solution](#)

467.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[oceed's solution](#)

468.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[oceed's solution](#)

469.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[oceed's solution](#)

470.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[oceed's solution](#)

471.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[oceed's solution](#)

472.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[oceed's solution](#)

473.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[oceed's solution](#)

474.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[oceed's solution](#)

475.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[oceed's solution](#)

476.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-08-07 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[oceed's solution](#)

477.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[oceed's solution](#)

478.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[oceed's solution](#)

479.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[oceed's solution](#)

480.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[oceed's solution](#)

481.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[oceed's solution](#)

482.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[oceed's solution](#)

483.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[oceed's solution](#)

484.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[oceed's solution](#)

485.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[oceed's solution](#)

486.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-09-13 · last AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[oceed's solution](#)

487.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[oceed's solution](#)

488.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[oceed's solution](#)

489.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[oceed's solution](#)

490.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[oceed's solution](#)

491.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceed's solution](#)

492.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[oceed's solution](#)

493.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[oceed's solution](#)

494.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[oceed's solution](#)

495.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[oceed's solution](#)

496.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[oceed's solution](#)

497.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics,

dfs and similar, math, probabilities, trees

[oceed's solution](#)

498.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[oceed's solution](#)

499.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[oceed's solution](#)

500.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[oceed's solution](#)

501.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[oceed's solution](#)

502.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[oceed's solution](#)

503.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[oceed's solution](#)

504.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[oceed's solution](#)

505.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[oceed's solution](#)

506.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[oceed's solution](#)

507.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive,

strings

[oceedf's solution](#)

508.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[oceedf's solution](#)

509.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[oceedf's solution](#)

510.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[oceedf's solution](#)

511.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[oceedf's solution](#)

512.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[oceedf's solution](#)

513.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[oceedf's solution](#)

514.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: data structures

[oceedf's solution](#)

515.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[oceedf's solution](#)

516.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[oceedf's solution](#)

517.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[oceedf's solution](#)

518.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[oceed's solution](#)

519.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[oceed's solution](#)

520.

1205C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[oceed's solution](#)

521.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings
[oceed's solution](#)

522.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[oceed's solution](#)

523.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices
[oceed's solution](#)

524.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[oceed's solution](#)

525.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[oceed's solution](#)

526.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[oceed's solution](#)

527.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[oceed's solution](#)

528.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[oceed's solution](#)

529.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[oceed's solution](#)

530.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[oceed's solution](#)

531.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[oceed's solution](#)

532.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[oceed's solution](#)

533.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[oceed's solution](#)

534.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[oceed's solution](#)

535.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees
[oceed's solution](#)

536.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[oceed's solution](#)

537.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, number theory
[oceed's solution](#)

538.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities,

two pointers

[oceed's solution](#)

539.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[oceed's solution](#)

540.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[oceed's solution](#)

541.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[oceed's solution](#)

542.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[oceed's solution](#)

543.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[oceed's solution](#)

544.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[oceed's solution](#)

545.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[oceed's solution](#)

546.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[oceed's solution](#)

547.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[oceed's solution](#)

548.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[oceed's solution](#)

549.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[oceed's solution](#)

550.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[oceed's solution](#)

551.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[oceed's solution](#)

552.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[oceed's solution](#)

553.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[oceed's solution](#)

554.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[oceed's solution](#)

555.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-11-11 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[oceed's solution](#)

556.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[oceed's solution](#)

557.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[oceed's solution](#)

558.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[oceed's solution](#)

559.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, sortings

[oceed's solution](#)

560.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[oceed's solution](#)

561.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[oceed's solution](#)

562.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[oceed's solution](#)

563.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[oceed's solution](#)

564.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[oceed's solution](#)

565.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[oceed's solution](#)

566.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[oceed's solution](#)

567.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[oceed's solution](#)

568.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[oceed's solution](#)

569.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[oceed's solution](#)

570.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[oceed's solution](#)

571.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[oceed's solution](#)

572.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[oceed's solution](#)

573.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[oceed's solution](#)

574.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[oceed's solution](#)

575.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[oceed's solution](#)

576.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[oceed's solution](#)

577.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[oceed's solution](#)

578.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[oceed's solution](#)

579.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ocee's solution](#)

580.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[ocee's solution](#)

581.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ocee's solution](#)

582.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[ocee's solution](#)

583.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[ocee's solution](#)

584.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ocee's solution](#)

585.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ocee's solution](#)

586.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ocee's solution](#)

587.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[ocee's solution](#)

588.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[ocee's solution](#)

589.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[oceedf's solution](#)

590.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[oceedf's solution](#)

591.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[oceedf's solution](#)

592.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[oceedf's solution](#)

593.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[oceedf's solution](#)

594.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[oceedf's solution](#)

595.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[oceedf's solution](#)

596.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[oceedf's solution](#)

597.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[oceedf's solution](#)

598.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math
[oceedf's solution](#)

599.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[oceedf's solution](#)

600.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[oceedf's solution](#)

601.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[oceedf's solution](#)

602.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[oceedf's solution](#)

603.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[oceedf's solution](#)

604.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[oceedf's solution](#)

605.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[oceedf's solution](#)

606.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[oceedf's solution](#)

607.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[oceedf's solution](#)

608.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[oceedf's solution](#)

609.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[oceedf's solution](#)

610.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[oceedf's solution](#)

611.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[oceedf's solution](#)

612.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[oceedf's solution](#)

613.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[oceedf's solution](#)

614.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[oceedf's solution](#)

615.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[oceedf's solution](#)

616.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[oceedf's solution](#)

617.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[oceedf's solution](#)

618.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[oceed's solution](#)

619.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[oceed's solution](#)

620.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[oceed's solution](#)

621.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[oceed's solution](#)

622.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[oceed's solution](#)

623.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[oceed's solution](#)

624.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[oceed's solution](#)

625.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[oceed's solution](#)

626.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[oceed's solution](#)

627.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[oceed's solution](#)

628.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceed's solution](#)

629.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[oceedf's solution](#)

630.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[oceedf's solution](#)

631.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: data structures, probabilities

[oceedf's solution](#)

632.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[oceedf's solution](#)

633.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[oceedf's solution](#)

634.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[oceedf's solution](#)

635.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[oceedf's solution](#)

636.

989E

[A Trance of Nightfall](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, matrices, probabilities

[oceedf's solution](#)

637.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[oceedf's solution](#)

638.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[oceedf's solution](#)

639.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[ocee's solution](#)

640.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ocee's solution](#)

641.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ocee's solution](#)

642.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[ocee's solution](#)

643.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ocee's solution](#)

644.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ocee's solution](#)

645.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[ocee's solution](#)

646.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ocee's solution](#)

647.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[ocee's solution](#)

648.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ocee's solution](#)

649.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[oceedf's solution](#)

650.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[oceedf's solution](#)

651.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, trees

[oceedf's solution](#)

652.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[oceedf's solution](#)

653.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[oceedf's solution](#)

654.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[oceedf's solution](#)

655.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[oceedf's solution](#)

656.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[oceedf's solution](#)

657.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[oceedf's solution](#)

658.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[oceedf's solution](#)

659.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[oceedf's solution](#)

660.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[oceedf's solution](#)

661.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[oceedf's solution](#)

662.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[oceedf's solution](#)

663.

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[oceedf's solution](#)

664.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[oceedf's solution](#)

665.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
[oceedf's solution](#)

666.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[oceedf's solution](#)

667.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[oceedf's solution](#)

668.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[oceedf's solution](#)

669.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two

pointers

[oceedf's solution](#)

670.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[oceedf's solution](#)

671.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[oceedf's solution](#)

672.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[oceedf's solution](#)

673.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[oceedf's solution](#)

674.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[oceedf's solution](#)

675.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[oceedf's solution](#)

676.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[oceedf's solution](#)

677.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[oceedf's solution](#)

678.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[oceedf's solution](#)

679.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[oceedf's solution](#)

680.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, trees
[oceedf's solution](#)

681.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2023-09-29 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[oceedf's solution](#)

682.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees
[oceedf's solution](#)

683.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[oceedf's solution](#)

684.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[oceedf's solution](#)

685.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[oceedf's solution](#)

686.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[oceedf's solution](#)

687.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive
[oceedf's solution](#)

688.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees
[oceedf's solution](#)

689.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[oceed's solution](#)

690.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[oceed's solution](#)

691.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[oceed's solution](#)

692.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[oceed's solution](#)

693.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[oceed's solution](#)

694.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-08-04 · last AC: 2025-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[oceed's solution](#)

695.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[oceed's solution](#)

696.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[oceed's solution](#)

697.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[oceed's solution](#)

698.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[oceed's solution](#)

699.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[oceed's solution](#)

700.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[oceedf's solution](#)

701.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[oceedf's solution](#)

702.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[oceedf's solution](#)

703.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[oceedf's solution](#)

704.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[oceedf's solution](#)

705.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[oceedf's solution](#)

706.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[oceedf's solution](#)

707.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: flows

[oceedf's solution](#)

708.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[oceedf's solution](#)

709.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[oceedf's solution](#)

710.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[oceedf's solution](#)

711.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[oceedf's solution](#)

712.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[oceedf's solution](#)

713.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2025-04-16 · last AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graphs

[oceedf's solution](#)

714.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[oceedf's solution](#)

715.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[oceedf's solution](#)

716.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[oceedf's solution](#)

717.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[oceedf's solution](#)

718.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[oceedf's solution](#)

719.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[oceedf's solution](#)

720.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-09-09 · last AC: 2024-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[oceedf's solution](#)

721.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[oceedf's solution](#)

722.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[oceedf's solution](#)

723.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[oceedf's solution](#)

724.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[oceedf's solution](#)

725.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[oceedf's solution](#)

726.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[oceedf's solution](#)

727.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[oceedf's solution](#)

728.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[oceedf's solution](#)

729.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[oceedf's solution](#)

730.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[oceed's solution](#)

731.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[oceed's solution](#)

732.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[oceed's solution](#)

733.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[oceed's solution](#)

734.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[oceed's solution](#)

735.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[oceed's solution](#)

736.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[oceed's solution](#)

737.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search

[oceed's solution](#)

738.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[oceed's solution](#)

739.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[oceed's solution](#)

740.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[oceed's solution](#)

741.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[oceedf's solution](#)

742.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[oceedf's solution](#)

743.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[oceedf's solution](#)

744.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-04-03 · last AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[oceedf's solution](#)

745.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[oceedf's solution](#)

746.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[oceedf's solution](#)

747.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[oceedf's solution](#)

748.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[oceedf's solution](#)

749.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[oceedf's solution](#)

750.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[oceedf's solution](#)

751.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[ocee's solution](#)

752.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ocee's solution](#)

753.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[ocee's solution](#)

754.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[ocee's solution](#)

755.

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ocee's solution](#)

756.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ocee's solution](#)

757.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[ocee's solution](#)

758.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[ocee's solution](#)

759.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[ocee's solution](#)

760.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[ocee's solution](#)

761.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[oceed's solution](#)

762.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[oceed's solution](#)

763.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[oceed's solution](#)

764.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[oceed's solution](#)

765.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[oceed's solution](#)

766.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[oceed's solution](#)

767.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[oceed's solution](#)

768.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[oceed's solution](#)

769.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[oceed's solution](#)

770.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[oceed's solution](#)

771.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[oceed's solution](#)

772.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[oceedf's solution](#)

773.

1630F

[Making It Bipartite](#) · [Tutorial](#)

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774.

1103E

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775.

1491H

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776.

1210G

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1534H

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778.

1464F

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779.

1656I

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780.

1889F

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781.

1148H

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782.

1458F

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trees

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783.

1264F

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784.

2222F

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785.

2222E

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Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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786.

2222D

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787.

2222C

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Quality: 4,766 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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788.

2222B

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Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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789.

2222A

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Quality: 9,980 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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790.

2225F

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791.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, number theory

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792.

2225E

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793.

2225D

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794.

2225B

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795.

2225C

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796.

2225A

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797.

104819B

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798.

104935E

[Connecting Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[oceedf's solution](#)

799.

105667D

[Path Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[oceedf's solution](#)

800.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[oceedf's solution](#)

801.

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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802.

102979H

[Hotspot-2](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[oceedf's solution](#)

803.

103483B

[Balanced Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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804.

1662C

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Quality: 383 global accepts · Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices
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805.

103447K

[Wonder Egg Priority](#) · [Tutorial](#)

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806.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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807.

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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808.

104976B

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Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[oceedf's solution](#)

809.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[oceedf's solution](#)

810.

104976J

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Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[oceedf's solution](#)

811.

1193A

[Amusement Park](#) · [Tutorial](#)

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812.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[oceedf's solution](#)

813.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[oceedf's solution](#)

814.

103389K

[To NPA8b](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[oceedf's solution](#)

815.

103389G

[3G-Q&A](#)

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