

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — op\_op

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

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

Filters: none

Count: 429

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[op\\_op's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[op\\_op's solution](#)

3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[op\\_op's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[op\\_op's solution](#)

5.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[op\\_op's solution](#)

6.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[op\\_op's solution](#)

7.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[op\\_op's solution](#)

8.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[op\\_op's solution](#)

9.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[op\\_op's solution](#)

**10.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[op\\_\\_op's solution](#)

**11.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[op\\_\\_op's solution](#)

**12.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[op\\_\\_op's solution](#)

**13.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[op\\_\\_op's solution](#)

**14.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[op\\_\\_op's solution](#)

**15.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[op\\_\\_op's solution](#)

**16.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[op\\_\\_op's solution](#)

**17.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[op\\_\\_op's solution](#)

**18.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,333 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[op\\_\\_op's solution](#)

**19.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[op\\_\\_op's solution](#)

**20.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[op\\_\\_op's solution](#)

**21.**

1899A

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

Quality: 92,753 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory  
[op\\_\\_op's solution](#)

**22.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings  
[op\\_\\_op's solution](#)

**23.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[op\\_\\_op's solution](#)

**24.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[op\\_\\_op's solution](#)

**25.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers  
[op\\_\\_op's solution](#)

**26.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[op\\_\\_op's solution](#)

**27.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[op\\_\\_op's solution](#)

**28.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[op\\_\\_op's solution](#)

**29.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[op\\_\\_op's solution](#)

**30.**

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[op\\_\\_op's solution](#)

**31.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[op\\_op's solution](#)

**32.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[op\\_op's solution](#)

**33.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[op\\_op's solution](#)

**34.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

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**35.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[op\\_op's solution](#)

**36.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,866 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[op\\_op's solution](#)

**37.**

1899B

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

Quality: 33,360 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[op\\_op's solution](#)

**38.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[op\\_op's solution](#)

**39.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[op\\_op's solution](#)

**40.**

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[op\\_op's solution](#)

**41.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[op\\_op's solution](#)

**42.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[op](#) [op's solution](#)

**43.**

2201A1

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[op](#) [op's solution](#)

**44.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[op](#) [op's solution](#)

**45.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[op](#) [op's solution](#)

**46.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[op](#) [op's solution](#)

**47.**

2127B

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

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

[op](#) [op's solution](#)

**48.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[op](#) [op's solution](#)

**49.**

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[op](#) [op's solution](#)

**50.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[op](#) [op's solution](#)

**51.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,505 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[op](#) [op's solution](#)

**52.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[op\\_op's solution](#)

**53.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,275 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[op\\_op's solution](#)

**54.**

1899D

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

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

[op\\_op's solution](#)

**55.**

2190B1

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

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[op\\_op's solution](#)

**56.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,251 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[op\\_op's solution](#)

**57.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[op\\_op's solution](#)

**58.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[op\\_op's solution](#)

**59.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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**60.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[op\\_op's solution](#)

**61.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

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**62.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**63.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[op\\_op's solution](#)

**64.**

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[op\\_op's solution](#)

**65.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[op\\_op's solution](#)

**66.**

2183C

[War Strategy](#) · [Tutorial](#)

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

[op\\_op's solution](#)

**67.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[op\\_op's solution](#)

**68.**

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[op\\_op's solution](#)

**69.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[op\\_op's solution](#)

**70.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[op\\_op's solution](#)

**71.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[op\\_op's solution](#)

**72.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

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**73.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,522 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[op\\_op's solution](#)

**74.**

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[op\\_op's solution](#)

**75.**

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[op\\_op's solution](#)

**76.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[op\\_op's solution](#)

**77.**

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[op\\_op's solution](#)

**78.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[op\\_op's solution](#)

**79.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[op\\_op's solution](#)

**80.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[op\\_op's solution](#)

**81.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[op\\_op's solution](#)

**82.**

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[op\\_op's solution](#)

**83.**

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[op\\_op's solution](#)

**84.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[op\\_op's solution](#)

**85.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[op\\_op's solution](#)

**86.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[op\\_op's solution](#)

**87.**

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

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**88.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[op\\_op's solution](#)

**89.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[op\\_op's solution](#)

**90.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[op\\_op's solution](#)

**91.**

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[op\\_op's solution](#)

**92.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[op\\_op's solution](#)

- 93.**  
2190B2  
[Sub-RBS \(Hard Version\) · Tutorial](#)  
Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
[op\\_op's solution](#)
- 94.**  
2180D  
[Insolvable Disks · Tutorial](#)  
Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[op\\_op's solution](#)
- 95.**  
2180C  
[XOR-factorization · Tutorial](#)  
Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[op\\_op's solution](#)
- 96.**  
2157E  
[Adjusting Drones · Tutorial](#)  
Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[op\\_op's solution](#)
- 97.**  
2165B  
[Marble Council · Tutorial](#)  
Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings  
[op\\_op's solution](#)
- 98.**  
2138B  
[Antiamuny Wants to Learn Swap · Tutorial](#)  
Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[op\\_op's solution](#)
- 99.**  
2129C1  
[Interactive RBS \(Easy Version\) · Tutorial](#)  
Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[op\\_op's solution](#)
- 100.**  
2066B  
[White Magic · Tutorial](#)  
Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[op\\_op's solution](#)
- 101.**  
2001D  
[Longest Max Min Subsequence · Tutorial](#)  
Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation  
[op\\_op's solution](#)
- 102.**  
1955G  
[GCD on a grid · Tutorial](#)  
Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory  
[op\\_op's solution](#)

**103.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,635 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings  
[op\\_op's solution](#)

**104.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[op\\_op's solution](#)

**105.**

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers  
[op\\_op's solution](#)

**106.**

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy  
[op\\_op's solution](#)

**107.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive  
[op\\_op's solution](#)

**108.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[op\\_op's solution](#)

**109.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[op\\_op's solution](#)

**110.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[op\\_op's solution](#)

**111.**

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math  
[op\\_op's solution](#)

**112.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[op\\_op's solution](#)

**113.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[op\\_op's solution](#)

**114.**

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[op\\_op's solution](#)

**115.**

2183D2

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

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

**116.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[op\\_op's solution](#)

**117.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math  
[op\\_op's solution](#)

**118.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[op\\_op's solution](#)

**119.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[op\\_op's solution](#)

**120.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[op\\_op's solution](#)

**121.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory  
[op\\_op's solution](#)

**122.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees  
[op\\_op's solution](#)

**123.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[op\\_op's solution](#)

**124.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[op\\_op's solution](#)

**125.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[op\\_op's solution](#)

**126.**

2124F1

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

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-07 · last AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[op\\_op's solution](#)

**127.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[op\\_op's solution](#)

**128.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[op\\_op's solution](#)

**129.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[op\\_op's solution](#)

**130.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[op\\_op's solution](#)

**131.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[op\\_op's solution](#)

**132.**

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[op\\_op's solution](#)

**133.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows

[op\\_op's solution](#)

**134.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[op\\_op's solution](#)

**135.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[op\\_op's solution](#)

**136.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[op\\_op's solution](#)

**137.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[op\\_op's solution](#)

**138.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[op\\_op's solution](#)

**139.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[op\\_op's solution](#)

**140.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[op\\_op's solution](#)

**141.**

1080F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, sortings

[op\\_op's solution](#)

**142.**

2122D

[Traffic Lights](#) · [Tutorial](#)

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

[op\\_op's solution](#)

**143.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math  
[op\\_op's solution](#)

**144.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[op\\_op's solution](#)

**145.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation  
[op\\_op's solution](#)

**146.**

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths  
[op\\_op's solution](#)

**147.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[op\\_op's solution](#)

**148.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[op\\_op's solution](#)

**149.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[op\\_op's solution](#)

**150.**

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[op\\_op's solution](#)

**151.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings  
[op\\_op's solution](#)

**152.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy  
[op\\_op's solution](#)

**153.**

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[op\\_op's solution](#)

**154.**

2152F

[Triple Attack · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[op\\_op's solution](#)

**155.**

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[op\\_op's solution](#)

**156.**

981F

[Round Marriage · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[op\\_op's solution](#)

**157.**

1198E

[Rectangle Painting 2 · Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[op\\_op's solution](#)

**158.**

348D

[Turtles · Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[op\\_op's solution](#)

**159.**

44G

[Shooting Gallery · Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[op\\_op's solution](#)

**160.**

1696F

[Tree Recovery · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-04-04 · last AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[op\\_op's solution](#)

**161.**

1599A

[Weights · Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2026-04-04 · last AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[op\\_op's solution](#)

**162.**

2109C3

[Hacking Numbers \(Hard Version\) · Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[op\\_op's solution](#)

**163.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy  
[op\\_op's solution](#)

**164.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[op\\_op's solution](#)

**165.**

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[op\\_op's solution](#)

**166.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[op\\_op's solution](#)

**167.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees  
[op\\_op's solution](#)

**168.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings  
[op\\_op's solution](#)

**169.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees  
[op\\_op's solution](#)

**170.**

2138D

[Antiamunty and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings  
[op\\_op's solution](#)

**171.**

2122E

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

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[op\\_op's solution](#)

**172.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[op\\_op's solution](#)

**173.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[op\\_op's solution](#)

**174.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[op\\_op's solution](#)

**175.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[op\\_op's solution](#)

**176.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[op\\_op's solution](#)

**177.**

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[op\\_op's solution](#)

**178.**

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[op\\_op's solution](#)

**179.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices

[op\\_op's solution](#)

**180.**

207C3

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

Quality: 164 global accepts · Rating: 2700 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[op\\_op's solution](#)

**181.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[op\\_op's solution](#)

**182.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[op\\_op's solution](#)

**183.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[op\\_op's solution](#)

**184.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[op\\_op's solution](#)

**185.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[op\\_op's solution](#)

**186.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings  
[op\\_op's solution](#)

**187.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees  
[op\\_op's solution](#)

**188.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[op\\_op's solution](#)

**189.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[op\\_op's solution](#)

**190.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[op\\_op's solution](#)

**191.**

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math  
[op\\_op's solution](#)

**192.**

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees  
[op\\_op's solution](#)

**193.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[op\\_op's solution](#)

**194.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math

[op\\_op's solution](#)

**195.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[op\\_op's solution](#)

**196.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-12-29 · last AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[op\\_op's solution](#)

**197.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[op\\_op's solution](#)

**198.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[op\\_op's solution](#)

**199.**

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[op\\_op's solution](#)

**200.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[op\\_op's solution](#)

**201.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[op\\_op's solution](#)

**202.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[op\\_op's solution](#)

**203.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[op\\_op's solution](#)

**204.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[op\\_op's solution](#)

**205.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[op\\_op's solution](#)

**206.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[op\\_op's solution](#)

**207.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[op\\_op's solution](#)

**208.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[op\\_op's solution](#)

**209.**

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: flows

[op\\_op's solution](#)

**210.**

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[op\\_op's solution](#)

**211.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[op\\_op's solution](#)

**212.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[op\\_op's solution](#)

**213.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[op\\_op's solution](#)

**214.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[op\\_op's solution](#)

**215.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[op\\_op's solution](#)

**216.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[op\\_op's solution](#)

**217.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, string suffix structures

[op\\_op's solution](#)

**218.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2026-04-02 · last AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[op\\_op's solution](#)

**219.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[op\\_op's solution](#)

**220.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-11-17 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[op\\_op's solution](#)

**221.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry

[op\\_op's solution](#)

**222.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[op\\_op's solution](#)

**223.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[op\\_op's solution](#)

**224.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices

[op\\_op's solution](#)

**225.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[op\\_op's solution](#)

**226.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[op\\_op's solution](#)

**227.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[op\\_op's solution](#)

**228.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows

[op\\_op's solution](#)

**229.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[op\\_op's solution](#)

**230.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[op\\_op's solution](#)

**231.**

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[op\\_op's solution](#)

**232.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[op\\_op's solution](#)

**233.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math  
[op\\_op's solution](#)

**234.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices  
[op\\_op's solution](#)

**235.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, matrices  
[op\\_op's solution](#)

**236.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[op\\_op's solution](#)

**237.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[op\\_op's solution](#)

**238.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[op\\_op's solution](#)

**239.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings  
[op\\_op's solution](#)

**240.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[op\\_op's solution](#)

**241.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[op\\_op's solution](#)

**242.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[op\\_op's solution](#)

**243.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[op\\_op's solution](#)

**244.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[op](#) [op's solution](#)

**245.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[op](#) [op's solution](#)

**246.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[op](#) [op's solution](#)

**247.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-07-09 · last AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[op](#) [op's solution](#)

**248.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[op](#) [op's solution](#)

**249.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[op](#) [op's solution](#)

**250.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[op](#) [op's solution](#)

**251.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[op](#) [op's solution](#)

**252.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[op](#) [op's solution](#)

**253.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[op](#) [op's solution](#)

**254.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-04-27 · last AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[op\\_op's solution](#)

**255.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[op\\_op's solution](#)

**256.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2026-01-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[op\\_op's solution](#)

**257.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-11-08 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[op\\_op's solution](#)

**258.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[op\\_op's solution](#)

**259.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[op\\_op's solution](#)

**260.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[op\\_op's solution](#)

**261.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[op\\_op's solution](#)

**262.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[op\\_op's solution](#)

**263.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[op\\_op's solution](#)

**264.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[op\\_op's solution](#)

**265.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2026-03-24 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[op\\_op's solution](#)

**266.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2026-03-15 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[op\\_op's solution](#)

**267.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[op\\_op's solution](#)

**268.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[op\\_op's solution](#)

**269.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[op\\_op's solution](#)

**270.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[op\\_op's solution](#)

**271.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[op\\_op's solution](#)

**272.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[op\\_op's solution](#)

**273.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms,

data structures, divide and conquer, flows, graphs, shortest paths

[op\\_op's solution](#)

**274.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[op\\_op's solution](#)

**275.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[op\\_op's solution](#)

**276.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[op\\_op's solution](#)

**277.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[op\\_op's solution](#)

**278.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[op\\_op's solution](#)

**279.**

1920F2

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

Quality: 642 global accepts · Rating: 3000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[op\\_op's solution](#)

**280.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[op\\_op's solution](#)

**281.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[op\\_op's solution](#)

**282.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[op\\_op's solution](#)

**283.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-10-19 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[op\\_op's solution](#)

**284.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[op\\_op's solution](#)

**285.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-01-03 · last AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[op\\_op's solution](#)

**286.**

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[op\\_op's solution](#)

**287.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[op\\_op's solution](#)

**288.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[op\\_op's solution](#)

**289.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[op\\_op's solution](#)

**290.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[op\\_op's solution](#)

**291.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[op\\_op's solution](#)

**292.**

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[op\\_op's solution](#)

**293.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[op\\_op's solution](#)

**294.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2026-04-28 · last AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[op\\_op's solution](#)

**295.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[op\\_op's solution](#)

**296.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy  
[op\\_op's solution](#)

**297.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[op\\_op's solution](#)

**298.**

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[op\\_op's solution](#)

**299.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory  
[op\\_op's solution](#)

**300.**

2027E2

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

Quality: 110 global accepts · Rating: 3100 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math  
[op\\_op's solution](#)

**301.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[op\\_op's solution](#)

**302.**

1882E2

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

Quality: 356 global accepts · Rating: 3100 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[op\\_op's solution](#)

**303.**

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows  
[op\\_op's solution](#)

**304.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2026-01-31 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy

[op\\_op's solution](#)

### 305.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-08-07 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[op\\_op's solution](#)

### 306.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[op\\_op's solution](#)

### 307.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[op\\_op's solution](#)

### 308.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

[op\\_op's solution](#)

### 309.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-08-28 · last AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[op\\_op's solution](#)

### 310.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[op\\_op's solution](#)

### 311.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[op\\_op's solution](#)

### 312.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[op\\_op's solution](#)

### 313.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[op\\_op's solution](#)

### 314.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[op\\_op's solution](#)

**315.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[op\\_op's solution](#)

**316.**

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[op\\_op's solution](#)

**317.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[op\\_op's solution](#)

**318.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[op\\_op's solution](#)

**319.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[op\\_op's solution](#)

**320.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[op\\_op's solution](#)

**321.**

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[op\\_op's solution](#)

**322.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[op\\_op's solution](#)

**323.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[op\\_op's solution](#)

**324.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[op\\_op's solution](#)

**325.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[op\\_op's solution](#)

**326.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[op\\_op's solution](#)

**327.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search

[op\\_op's solution](#)

**328.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[op\\_op's solution](#)

**329.**

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[op\\_op's solution](#)

**330.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[op\\_op's solution](#)

**331.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees

[op\\_op's solution](#)

**332.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[op\\_op's solution](#)

**333.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[op\\_op's solution](#)

**334.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[op\\_op's solution](#)

**335.**

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[op\\_op's solution](#)

**336.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[op\\_op's solution](#)

**337.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[op\\_op's solution](#)

**338.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[op\\_op's solution](#)

**339.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[op\\_op's solution](#)

**340.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[op\\_op's solution](#)

**341.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[op\\_op's solution](#)

**342.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[op\\_op's solution](#)

**343.**

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[op\\_op's solution](#)

**344.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[op\\_op's solution](#)

**345.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math  
[op\\_op's solution](#)

**346.**

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math  
[op\\_op's solution](#)

**347.**

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[op\\_op's solution](#)

**348.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees  
[op\\_op's solution](#)

**349.**

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees  
[op\\_op's solution](#)

**350.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-08-26 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[op\\_op's solution](#)

**351.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy  
[op\\_op's solution](#)

**352.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive  
[op\\_op's solution](#)

**353.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-11-28 · last AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[op\\_op's solution](#)

**354.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[op\\_op's solution](#)

**355.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[op\\_op's solution](#)

**356.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[op\\_op's solution](#)

**357.**

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[op\\_op's solution](#)

**358.**

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[op\\_op's solution](#)

**359.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[op\\_op's solution](#)

**360.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[op\\_op's solution](#)

**361.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[op\\_op's solution](#)

**362.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[op\\_op's solution](#)

**363.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[op\\_op's solution](#)

**364.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[op\\_op's solution](#)

**365.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[op\\_op's solution](#)

**366.**

1083F

[The Fair Nut and Amusing Xor](#) · Tutorial

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[op\\_op's solution](#)

**367.**

2034H

[Rayan vs. Rayaneh](#) · Tutorial

Quality: 196 global accepts · Rating: 3300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory  
[op\\_op's solution](#)

**368.**

2178I

[Numbers or Fireworks](#) · Tutorial

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[op\\_op's solution](#)

**369.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · Tutorial

Quality: 560 global accepts · Rating: 3300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[op\\_op's solution](#)

**370.**

2164G

[Pointless Machine](#) · Tutorial

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees  
[op\\_op's solution](#)

**371.**

1427G

[One Billion Shades of Grey](#) · Tutorial

Quality: 497 global accepts · Rating: 3300 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[op\\_op's solution](#)

**372.**

1416F

[Showing Off](#) · Tutorial

Quality: 603 global accepts · Rating: 3300 · first AC: 2026-02-01 · last AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation  
[op\\_op's solution](#)

**373.**

1965F

[Conference](#) · Tutorial

Quality: 279 global accepts · Rating: 3300 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows  
[op\\_op's solution](#)

**374.**

1063F

[String Journey](#) · Tutorial

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2026-01-04 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures  
[op\\_op's solution](#)

**375.**

700E

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**376.**

1610G

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**377.**

1534G

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**378.**

2057F

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**379.**

713E

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**380.**

2066E

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**381.**

2081F

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**382.**

2119F

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**383.**

2122G

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**384.**

2081E

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**385.**

2066F

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**386.**

1209H

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**387.**

2101F

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**388.**

2077F

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**389.**

1517G

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**390.**

1007E

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**391.**

2002G

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**392.**

1801G

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**393.**

1630F

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**394.**

2127G1

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**395.**

1010F

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**396.**

793G

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**397.**

833E

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**398.**

2053G

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**399.**

1137F

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**400.**

1483F

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**401.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

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**402.**

2159E

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**403.**

1889E

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**404.**

2124I

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**405.**

2062G

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**406.**

2147H

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**407.**

2077G

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**408.**

2029H

[Message Spread](#) · [Tutorial](#)

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**409.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[op\\_op's solution](#)

**410.**

2048I1

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[op\\_op's solution](#)

**411.**

2161H

[Cycle Sort](#) · [Tutorial](#)

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**412.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

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[op\\_op's solution](#)

**413.**

2068I

[Pinball](#) · [Tutorial](#)

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**414.**

1842I

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

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**415.**

1178H

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**416.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

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**417.**

2127G2

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**418.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

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**419.**

2061I

[Kevin and Nivek](#) · [Tutorial](#)

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**420.**

2053I2

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**421.**

1458F

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

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**422.**

2097F

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**423.**

2061H1

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**424.**

1916G

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**425.**

1053E

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**426.**

1336E2

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**427.**

2061F2

[Kevin and Binary String \(Hard Version\) · Tutorial](#)

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**428.**

2062H

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**429.**

1193A

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