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Unique solved — panole

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

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

Filters: none

Count: 339

1.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: [games](#), [greedy](#), [strings](#)
[panole's solution](#)

2.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: [brute force](#), [math](#)
[panole's solution](#)

3.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#)
[panole's solution](#)

4.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: [games](#), [greedy](#), [math](#)
[panole's solution](#)

5.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#)
[panole's solution](#)

6.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: [greedy](#)
[panole's solution](#)

7.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#)
[panole's solution](#)

8.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,158 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: [brute force](#), [geometry](#), [math](#)
[panole's solution](#)

9.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: [brute force](#)
[panole's solution](#)

10.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[panole's solution](#)

11.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[panole's solution](#)

12.

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[panole's solution](#)

13.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, greedy

[panole's solution](#)

14.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[panole's solution](#)

15.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[panole's solution](#)

16.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[panole's solution](#)

17.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[panole's solution](#)

18.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[panole's solution](#)

19.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[panole's solution](#)

20.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[panole's solution](#)

21.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,706 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[panole's solution](#)

22.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[panole's solution](#)

23.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,936 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math

[panole's solution](#)

24.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

25.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[panole's solution](#)

26.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[panole's solution](#)

27.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[panole's solution](#)

28.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[panole's solution](#)

29.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[panole's solution](#)

30.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[panole's solution](#)

31.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[panole's solution](#)

32.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: implementation

[panole's solution](#)

33.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[panole's solution](#)

34.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[panole's solution](#)

35.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[panole's solution](#)

36.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[panole's solution](#)

37.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[panole's solution](#)

38.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[panole's solution](#)

39.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[panole's solution](#)

40.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: math

[panole's solution](#)

41.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[panole's solution](#)

42.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[panole's solution](#)

43.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[panole's solution](#)

44.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[panole's solution](#)

45.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[panole's solution](#)

46.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation
[panole's solution](#)

47.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings
[panole's solution](#)

48.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: sortings, two pointers
[panole's solution](#)

49.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees
[panole's solution](#)

50.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers
[panole's solution](#)

51.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[panole's solution](#)

52.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings
[panole's solution](#)

53.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[panole's solution](#)

- 54.**
1292B
[Aroma's Search](#) · [Tutorial](#)
Quality: 6,768 global accepts · Rating: 1700 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[panole's solution](#)
- 55.**
1578H
[Higher Order Functions](#) · [Tutorial](#)
Quality: 2,169 global accepts · Rating: 1700 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[panole's solution](#)
- 56.**
1434B
[Shurikens](#) · [Tutorial](#)
Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[panole's solution](#)
- 57.**
1340B
[Nastya and Scoreboard](#) · [Tutorial](#)
Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy
[panole's solution](#)
- 58.**
1336B
[Xenia and Colorful Gems](#) · [Tutorial](#)
Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[panole's solution](#)
- 59.**
1280A
[Cut and Paste](#) · [Tutorial](#)
Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math
[panole's solution](#)
- 60.**
1148C
[Crazy Diamond](#) · [Tutorial](#)
Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[panole's solution](#)
- 61.**
1142A
[The Beatles](#) · [Tutorial](#)
Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math
[panole's solution](#)
- 62.**
1477A
[Nezzar and Board](#) · [Tutorial](#)
Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[panole's solution](#)
- 63.**
1442B
[Identify the Operations](#) · [Tutorial](#)
Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[panole's solution](#)
- 64.**
1442A
[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[panole's solution](#)

65.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, strings
[panole's solution](#)

66.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry
[panole's solution](#)

67.

1290B

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

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[panole's solution](#)

68.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees
[panole's solution](#)

69.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[panole's solution](#)

70.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math
[panole's solution](#)

71.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: binary search, greedy
[panole's solution](#)

72.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[panole's solution](#)

73.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, implementation
[panole's solution](#)

74.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[panole's solution](#)

75.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings
[panole's solution](#)

76.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings
[panole's solution](#)

77.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[panole's solution](#)

78.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[panole's solution](#)

79.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[panole's solution](#)

80.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy
[panole's solution](#)

81.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
[panole's solution](#)

82.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[panole's solution](#)

83.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings
[panole's solution](#)

84.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[panole's solution](#)

85.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[panole's solution](#)

86.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[panole's solution](#)

87.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[panole's solution](#)

88.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[panole's solution](#)

89.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[panole's solution](#)

90.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

91.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms

[panole's solution](#)

92.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[panole's solution](#)

93.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[panole's solution](#)

94.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[panole's solution](#)

95.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[panole's solution](#)

96.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[panole's solution](#)

97.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[panole's solution](#)

98.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[panole's solution](#)

99.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: —

[panole's solution](#)

100.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[panole's solution](#)

101.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[panole's solution](#)

102.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[panole's solution](#)

103.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures

[panole's solution](#)

104.

1252G

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

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures

[panole's solution](#)

105.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[panole's solution](#)

106.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

107.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[panole's solution](#)

108.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[panole's solution](#)

109.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[panole's solution](#)

110.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, strings

[panole's solution](#)

111.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, two pointers

[panole's solution](#)

112.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp

[panole's solution](#)

113.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[panole's solution](#)

114.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[panole's solution](#)

115.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[panole's solution](#)

116.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[panole's solution](#)

117.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[panole's solution](#)

118.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[panole's solution](#)

119.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[panole's solution](#)

120.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[panole's solution](#)

121.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[panole's solution](#)

122.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: graphs, implementation

[panole's solution](#)

123.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: brute force, dp

[panole's solution](#)

124.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: flows, graphs

[panole's solution](#)

125.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: dp, trees

[panole's solution](#)

126.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: dp

[panole's solution](#)

127.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[panole's solution](#)

128.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[panole's solution](#)

129.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[panole's solution](#)

130.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

131.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy

[panole's solution](#)

132.

1673F

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

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[panole's solution](#)

133.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[panole's solution](#)

134.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[panole's solution](#)

135.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[panole's solution](#)

136.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[panole's solution](#)

137.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: hashing, trees

[panole's solution](#)

138.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: implementation, interactive

[panole's solution](#)

139.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: geometry

[panole's solution](#)

140.

2057E2

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

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[panole's solution](#)

141.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[panole's solution](#)

142.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[panole's solution](#)

143.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[panole's solution](#)

144.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[panole's solution](#)

145.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[panole's solution](#)

146.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[panole's solution](#)

147.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[panole's solution](#)

148.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[panole's solution](#)

149.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[panole's solution](#)

150.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[panole's solution](#)

151.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dp

[panole's solution](#)

152.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[panole's solution](#)

153.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[panole's solution](#)

154.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[panole's solution](#)

155.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[panole's solution](#)

156.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[panole's solution](#)

157.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[panole's solution](#)

158.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, greedy

[panole's solution](#)

159.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[panole's solution](#)

160.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: math, strings

[panole's solution](#)

161.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[panole's solution](#)

162.

528C

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

Rating: 2600 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[panole's solution](#)

163.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[panole's solution](#)

164.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[panole's solution](#)

165.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[panole's solution](#)

166.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: data structures, trees

[panole's solution](#)

167.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[panole's solution](#)

168.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[panole's solution](#)

169.

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

170.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[panole's solution](#)

171.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[panole's solution](#)

172.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[panole's solution](#)

173.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[panole's solution](#)

174.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[panole's solution](#)

175.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[panole's solution](#)

176.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[panole's solution](#)

177.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[panole's solution](#)

178.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[panole's solution](#)

179.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[panole's solution](#)

180.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: dp, matrices

[panole's solution](#)

181.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2019-10-28 · last AC: 2019-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[panole's solution](#)

182.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[panole's solution](#)

183.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[panole's solution](#)

184.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[panole's solution](#)

185.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[panole's solution](#)

186.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[panole's solution](#)

187.

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[panole's solution](#)

188.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[panole's solution](#)

189.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[panole's solution](#)

190.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[panole's solution](#)

191.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[panole's solution](#)

192.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[panole's solution](#)

193.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[panole's solution](#)

194.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[panole's solution](#)

195.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[panole's solution](#)

196.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[panole's solution](#)

197.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[panole's solution](#)

198.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[panole's solution](#)

199.

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[panole's solution](#)

200.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures

[panole's solution](#)

201.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: greedy

[panole's solution](#)

202.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[panole's solution](#)

203.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dp

[panole's solution](#)

204.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[panole's solution](#)

205.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[panole's solution](#)

206.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[panole's solution](#)

207.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

208.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[panole's solution](#)

209.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[panole's solution](#)

210.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs
[panole's solution](#)

211.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dp
[panole's solution](#)

212.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: geometry, two pointers
[panole's solution](#)

213.

674D

[Bearish Fanpages](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: —
[panole's solution](#)

214.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dp, trees
[panole's solution](#)

215.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dp, games
[panole's solution](#)

216.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math
[panole's solution](#)

217.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[panole's solution](#)

218.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: binary search, math
[panole's solution](#)

219.

506C

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

Rating: 2900 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: binary search, greedy
[panole's solution](#)

220.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[panole's solution](#)

221.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: flows

[panole's solution](#)

222.

674F

[Bears and Juice](#) · [Tutorial](#)

Quality: 2900 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[panole's solution](#)

223.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[panole's solution](#)

224.

1546F

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

Quality: 3000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[panole's solution](#)

225.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[panole's solution](#)

226.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[panole's solution](#)

227.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[panole's solution](#)

228.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[panole's solution](#)

229.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[panole's solution](#)

230.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[panole's solution](#)

231.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-11-11 · last AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, strings

[panole's solution](#)

232.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[panole's solution](#)

233.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[panole's solution](#)

234.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: dp, sortings

[panole's solution](#)

235.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: dp

[panole's solution](#)

236.

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[panole's solution](#)

237.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, dp, strings, trees

[panole's solution](#)

238.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: brute force, geometry

[panole's solution](#)

239.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: data structures, dp

[panole's solution](#)

240.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[panole's solution](#)

241.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[panole's solution](#)

242.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: two pointers

[panole's solution](#)

243.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[panole's solution](#)

244.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[panole's solution](#)

245.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[panole's solution](#)

246.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[panole's solution](#)

247.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[panole's solution](#)

248.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[panole's solution](#)

249.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[panole's solution](#)

250.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[panole's solution](#)

251.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[panole's solution](#)

252.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[panole's solution](#)

253.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: data structures

[panole's solution](#)

254.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: flows, greedy

[panole's solution](#)

255.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[panole's solution](#)

256.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: flows, graphs

[panole's solution](#)

257.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[panole's solution](#)

258.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, shortest paths

[panole's solution](#)

259.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: dp, math

[panole's solution](#)

260.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[panole's solution](#)

261.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[panole's solution](#)

262.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2019-10-22 · last AC: 2019-10-22 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[panole's solution](#)

263.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: math, number theory

[panole's solution](#)

264.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: dp, greedy, math, probabilities

[panole's solution](#)

265.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[panole's solution](#)

266.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[panole's solution](#)

267.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[panole's solution](#)

268.

1510H

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

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[panole's solution](#)

269.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: binary search, dp, interactive

[panole's solution](#)

270.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry

[panole's solution](#)

271.

1284F

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

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-09 · last AC: 2020-01-09 · GNU C++11 (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[panole's solution](#)

272.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2019-12-04 · last AC: 2019-12-04 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[panole's solution](#)

273.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: graph matchings, strings

[panole's solution](#)

274.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: dp, hashing, strings
[panole's solution](#)

275.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: math
[panole's solution](#)

276.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[panole's solution](#)

277.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: —
[panole's solution](#)

278.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy
[panole's solution](#)

279.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: matrices, trees
[panole's solution](#)

280.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees
[panole's solution](#)

281.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[panole's solution](#)

282.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs
[panole's solution](#)

283.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-04-06 · last AC: 2019-04-06 · GNU C++11 (first AC) · Tags: graphs, interactive
[panole's solution](#)

284.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive
[panole's solution](#)

285.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[panole's solution](#)

286.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[panole's solution](#)

287.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[panole's solution](#)

288.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[panole's solution](#)

289.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[panole's solution](#)

290.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[panole's solution](#)

291.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[panole's solution](#)

292.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, trees

[panole's solution](#)

293.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: data structures

[panole's solution](#)

294.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[panole's solution](#)

295.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: greedy, trees

[panole's solution](#)

296.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[panole's solution](#)

297.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2019-10-21 · last AC: 2019-11-05 · GNU C++11 (first AC) · Tags: dp, math, number theory

[panole's solution](#)

298.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2019-11-02 · last AC: 2019-11-03 · GNU C++11 (first AC) · Tags: data structures, geometry, trees

[panole's solution](#)

299.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[panole's solution](#)

300.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[panole's solution](#)

301.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[panole's solution](#)

302.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[panole's solution](#)

303.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[panole's solution](#)

304.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[panole's solution](#)

305.

103931K

[Known as the Fruit Brother](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[panole's solution](#)

306.

103931F

[Forest of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[panole's solution](#)

307.

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

308.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

309.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

310.

103931E

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

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[panole's solution](#)

311.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

312.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[panole's solution](#)

313.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

314.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

315.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[panole's solution](#)

316.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

317.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[panole's solution](#)

318.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[panole's solution](#)

319.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: —
[panole's solution](#)

320.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: —
[panole's solution](#)

321.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: —
[panole's solution](#)

322.

102471D

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Rating: — · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: —
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