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Unique solved — phsads

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

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

Filters: none

Count: 871

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,759 global accepts · Rating: 800 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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3.

2183A

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

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[phsads's solution](#)

5.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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6.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

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7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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9.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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10.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[phsads's solution](#)

11.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[phsads's solution](#)

12.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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13.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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14.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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15.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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16.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[phsads's solution](#)

17.

2143A

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Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

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18.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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19.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

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20.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[phsads's solution](#)

21.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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22.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

23.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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24.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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25.

1838A

[Blackboard List](#) · [Tutorial](#)

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26.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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27.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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28.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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29.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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30.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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31.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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32.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
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33.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[phsads's solution](#)

34.

2075A

[To Zero](#) · [Tutorial](#)

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[phsads's solution](#)

35.

2074A

[Draw a Square](#) · [Tutorial](#)

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36.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[phsads's solution](#)

37.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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38.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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39.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[phsads's solution](#)

40.

2069A

[Was there an Array?](#) · [Tutorial](#)

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41.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[phsads's solution](#)

42.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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43.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[phsads's solution](#)

44.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[phsads's solution](#)

45.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,478 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[phsads's solution](#)

46.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

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47.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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48.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[phsads's solution](#)

49.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[phsads's solution](#)

50.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[phsads's solution](#)

51.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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52.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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53.

1992A

[Only Pluses](#) · [Tutorial](#)

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54.

1983A

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Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[phsads's solution](#)

55.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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56.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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57.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[phsads's solution](#)

58.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
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59.

1968A

[Maximize?](#) · [Tutorial](#)

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[phsads's solution](#)

60.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
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61.

1969A

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Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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62.

1957A

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Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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63.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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64.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[phsads's solution](#)

65.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[phsads's solution](#)

66.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[phsads's solution](#)

67.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[phsads's solution](#)

68.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[phsads's solution](#)

69.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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70.

1945A

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Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[phsads's solution](#)

71.

1944A

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72.

1928A

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Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[phsads's solution](#)

73.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

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74.

1929B

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

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75.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

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76.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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77.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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78.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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79.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[phsads's solution](#)

80.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

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81.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[phsads's solution](#)

82.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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83.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[phsads's solution](#)

84.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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85.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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86.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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87.

1895A

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Quality: 25,920 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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88.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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89.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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90.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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91.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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92.

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[phsads's solution](#)

93.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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94.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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95.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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96.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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97.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math
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98.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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99.

1909A

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100.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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101.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[phsads's solution](#)

102.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[phsads's solution](#)

103.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[phsads's solution](#)

104.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[phsads's solution](#)

105.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[phsads's solution](#)

106.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[phsads's solution](#)

107.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,225 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[phsads's solution](#)

108.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[phsads's solution](#)

109.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[phsads's solution](#)

110.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[phsads's solution](#)

111.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[phsads's solution](#)

112.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: strings
[phsads's solution](#)

113.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[phsads's solution](#)

114.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[phsads's solution](#)

115.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,351 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[phsads's solution](#)

116.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[phsads's solution](#)

117.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[phsads's solution](#)

118.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[phsads's solution](#)

119.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2023-10-07 · JavaScript (first AC) · Tags: math, probabilities
[phsads's solution](#)

120.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2023-10-06 · JavaScript (first AC) · Tags: constructive algorithms, number theory
[phsads's solution](#)

121.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-10-03 · JavaScript (first AC) · Tags: math
[phsads's solution](#)

122.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2023-10-02 · JavaScript (first AC) · Tags: dp, greedy, math
[phsads's solution](#)

123.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[phsads's solution](#)

124.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2023-09-28 · JavaScript (first AC) · Tags: brute force, dp
[phsads's solution](#)

125.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-28 · JavaScript (first AC) · Tags: greedy
[phsads's solution](#)

126.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 800 · first AC: 2023-03-18 · JavaScript (first AC) · Tags: geometry, greedy, math
[phsads's solution](#)

127.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[phsads's solution](#)

128.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[phsads's solution](#)

129.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[phsads's solution](#)

130.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[phsads's solution](#)

131.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[phsads's solution](#)

132.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[phsads's solution](#)

133.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

134.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[phsads's solution](#)

135.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[phsads's solution](#)

136.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[phsads's solution](#)

137.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[phsads's solution](#)

138.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[phsads's solution](#)

139.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[phsads's solution](#)

140.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,535 global accepts · Rating: 900 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[phsads's solution](#)

141.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[phsads's solution](#)

142.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[phsads's solution](#)

143.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[phsads's solution](#)

144.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[phsads's solution](#)

145.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[phsads's solution](#)

146.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,601 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[phsads's solution](#)

147.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 900 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[phsads's solution](#)

148.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, interactive
[phsads's solution](#)

149.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-28 · JavaScript (first AC) · Tags: constructive algorithms, greedy
[phsads's solution](#)

150.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[phsads's solution](#)

151.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[phsads's solution](#)

152.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[phsads's solution](#)

153.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[phsads's solution](#)

154.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[phsads's solution](#)

155.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[phsads's solution](#)

156.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[phsads's solution](#)

157.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[phsads's solution](#)

158.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[phsads's solution](#)

159.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[phsads's solution](#)

160.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[phsads's solution](#)

161.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[phsads's solution](#)

162.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

163.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[phsads's solution](#)

164.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[phsads's solution](#)

165.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[phsads's solution](#)

166.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[phsads's solution](#)

167.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2023-10-06 · JavaScript (first AC) · Tags: math, number theory

[phsads's solution](#)

168.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

169.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[phsads's solution](#)

170.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[phsads's solution](#)

171.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[phsads's solution](#)

172.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[phsads's solution](#)

173.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[phsads's solution](#)

174.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[phsads's solution](#)

175.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[phsads's solution](#)

176.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[phsads's solution](#)

177.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[phsads's solution](#)

178.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[phsads's solution](#)

179.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[phsads's solution](#)

180.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[phsads's solution](#)

181.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[phsads's solution](#)

182.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[phsads's solution](#)

183.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[phsads's solution](#)

184.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[phsads's solution](#)

185.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

186.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[phsads's solution](#)

187.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[phsads's solution](#)

188.

1991B

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

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

[phsads's solution](#)

189.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[phsads's solution](#)

190.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[phsads's solution](#)

191.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[phsads's solution](#)

192.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[phsads's solution](#)

193.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[phsads's solution](#)

194.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[phsads's solution](#)

195.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[phsads's solution](#)

196.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[phsads's solution](#)

197.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[phsads's solution](#)

198.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[phsads's solution](#)

199.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[phsads's solution](#)

200.

2210C1

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

Quality: 12,803 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[phsads's solution](#)

201.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[phsads's solution](#)

202.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[phsads's solution](#)

203.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[phsads's solution](#)

204.

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[phsads's solution](#)

205.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[phsads's solution](#)

206.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[phsads's solution](#)

207.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[phsads's solution](#)

208.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[phsads's solution](#)

209.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[phsads's solution](#)

210.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[phsads's solution](#)

211.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[phsads's solution](#)

212.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[phsads's solution](#)

213.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[phsads's solution](#)

214.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[phsads's solution](#)

215.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[phsads's solution](#)

216.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[phsads's solution](#)

217.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[phsads's solution](#)

218.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[phsads's solution](#)

219.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[phsads's solution](#)

220.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

221.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[phsads's solution](#)

222.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[phsads's solution](#)

223.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[phsads's solution](#)

224.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[phsads's solution](#)

225.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[phsads's solution](#)

226.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[phsads's solution](#)

227.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[phsads's solution](#)

228.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[phsads's solution](#)

229.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[phsads's solution](#)

230.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[phsads's solution](#)

231.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[phsads's solution](#)

232.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[phsads's solution](#)

233.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[phsads's solution](#)

234.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[phsads's solution](#)

235.

1875B

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

Rating: 1200 · first AC: 2023-10-02 · JavaScript (first AC) · Tags: brute force, greedy, implementation

[phsads's solution](#)

236.

2201A1

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

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[phsads's solution](#)

237.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

238.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[phsads's solution](#)

239.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[phsads's solution](#)

240.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[phsads's solution](#)

241.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[phsads's solution](#)

242.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[phsads's solution](#)

243.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[phsads's solution](#)

244.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,302 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[phsads's solution](#)

245.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[phsads's solution](#)

246.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[phsads's solution](#)

247.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[phsads's solution](#)

248.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[phsads's solution](#)

249.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[phsads's solution](#)

250.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[phsads's solution](#)

251.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[phsads's solution](#)

252.

1988C

[Increasing Sequence with Fixed OR · Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[phsads's solution](#)

253.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[phsads's solution](#)

254.

1968D

[Permutation Game · Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[phsads's solution](#)

255.

1955C

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

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[phsads's solution](#)

256.

1945D

[Seraphim the Owl · Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[phsads's solution](#)

257.

1944C

[MEX Game 1 · Tutorial](#)

Rating: 1300 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[phsads's solution](#)

258.

371B

[Fox Dividing Cheese · Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[phsads's solution](#)

259.

1937B

[Binary Path · Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[phsads's solution](#)

260.

1926D

[Vlad and Division · Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[phsads's solution](#)

261.

1927D

[Find the Different Ones! · Tutorial](#)

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[phsads's solution](#)

262.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[phsads's solution](#)

263.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[phsads's solution](#)

264.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[phsads's solution](#)

265.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[phsads's solution](#)

266.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[phsads's solution](#)

267.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[phsads's solution](#)

268.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[phsads's solution](#)

269.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-25 · JavaScript (first AC) · Tags: math, number theory
[phsads's solution](#)

270.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[phsads's solution](#)

271.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[phsads's solution](#)

272.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, math

[phsads's solution](#)

273.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, implementation

[phsads's solution](#)

274.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[phsads's solution](#)

275.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[phsads's solution](#)

276.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[phsads's solution](#)

277.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[phsads's solution](#)

278.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[phsads's solution](#)

279.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[phsads's solution](#)

280.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[phsads's solution](#)

281.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, sortings

[phsads's solution](#)

282.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[phsads's solution](#)

283.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[phsads's solution](#)

284.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[phsads's solution](#)

285.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[phsads's solution](#)

286.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[phsads's solution](#)

287.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[phsads's solution](#)

288.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[phsads's solution](#)

289.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[phsads's solution](#)

290.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[phsads's solution](#)

291.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[phsads's solution](#)

292.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[phsads's solution](#)

293.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[phsads's solution](#)

294.

2035C

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

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

[phsads's solution](#)

295.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[phsads's solution](#)

296.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[phsads's solution](#)

297.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[phsads's solution](#)

298.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[phsads's solution](#)

299.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[phsads's solution](#)

300.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[phsads's solution](#)

301.

1972C

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

Rating: 1400 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[phsads's solution](#)

302.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[phsads's solution](#)

303.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[phsads's solution](#)

304.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[phsads's solution](#)

305.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[phsads's solution](#)

306.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

307.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[phsads's solution](#)

308.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[phsads's solution](#)

309.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

310.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[phsads's solution](#)

311.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[phsads's solution](#)

312.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[phsads's solution](#)

313.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
[phsads's solution](#)

314.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[phsads's solution](#)

315.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[phsads's solution](#)

316.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[phsads's solution](#)

317.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[phsads's solution](#)

318.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2023-10-06 · JavaScript (first AC) · Tags: brute force, math, number theory
[phsads's solution](#)

319.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-10-06 · JavaScript (first AC) · Tags: combinatorics, math, number theory
[phsads's solution](#)

320.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[phsads's solution](#)

321.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[phsads's solution](#)

322.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[phsads's solution](#)

323.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[phsads's solution](#)

324.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings

[phsads's solution](#)

325.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[phsads's solution](#)

326.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,865 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[phsads's solution](#)

327.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[phsads's solution](#)

328.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[phsads's solution](#)

329.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[phsads's solution](#)

330.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[phsads's solution](#)

331.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[phsads's solution](#)

332.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[phsads's solution](#)

333.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[phsads's solution](#)

334.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings
[phsads's solution](#)

335.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[phsads's solution](#)

336.

1925C

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

Rating: 1500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[phsads's solution](#)

337.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[phsads's solution](#)

338.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[phsads's solution](#)

339.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[phsads's solution](#)

340.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[phsads's solution](#)

341.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[phsads's solution](#)

342.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[phsads's solution](#)

343.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[phsads's solution](#)

344.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[phsads's solution](#)

345.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[phsads's solution](#)

346.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[phsads's solution](#)

347.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[phsads's solution](#)

348.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[phsads's solution](#)

349.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[phsads's solution](#)

350.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[phsads's solution](#)

351.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[phsads's solution](#)

352.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[phsads's solution](#)

353.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[phsads's solution](#)

354.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[phsads's solution](#)

355.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[phsads's solution](#)

356.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[phsads's solution](#)

357.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[phsads's solution](#)

358.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
[phsads's solution](#)

359.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[phsads's solution](#)

360.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[phsads's solution](#)

361.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[phsads's solution](#)

362.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[phsads's solution](#)

363.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[phsads's solution](#)

364.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[phsads's solution](#)

365.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math
[phsads's solution](#)

366.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[phsads's solution](#)

367.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, number theory
[phsads's solution](#)

368.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2023-10-06 · JavaScript (first AC) · Tags: math, number theory
[phsads's solution](#)

369.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[phsads's solution](#)

370.

2201A2

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

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[phsads's solution](#)

371.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[phsads's solution](#)

372.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[phsads's solution](#)

373.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number

theory

[phsads's solution](#)

374.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[phsads's solution](#)

375.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[phsads's solution](#)

376.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[phsads's solution](#)

377.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[phsads's solution](#)

378.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[phsads's solution](#)

379.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[phsads's solution](#)

380.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[phsads's solution](#)

381.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[phsads's solution](#)

382.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[phsads's solution](#)

383.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[phsads's solution](#)

384.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[phsads's solution](#)

385.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[phsads's solution](#)

386.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[phsads's solution](#)

387.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[phsads's solution](#)

388.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[phsads's solution](#)

389.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[phsads's solution](#)

390.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[phsads's solution](#)

391.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[phsads's solution](#)

392.

1982D

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

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[phsads's solution](#)

393.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[phsads's solution](#)

394.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[phsads's solution](#)

395.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[phsads's solution](#)

396.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[phsads's solution](#)

397.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[phsads's solution](#)

398.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[phsads's solution](#)

399.

1937C

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

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[phsads's solution](#)

400.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[phsads's solution](#)

401.

2218G

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

Quality: 3,616 global accepts · Rating: 1800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[phsads's solution](#)

402.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[phsads's solution](#)

403.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[phsads's solution](#)

404.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[phsads's solution](#)

405.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[phsads's solution](#)

406.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[phsads's solution](#)

407.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[phsads's solution](#)

408.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[phsads's solution](#)

409.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[phsads's solution](#)

410.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[phsads's solution](#)

411.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[phsads's solution](#)

412.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[phsads's solution](#)

413.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[phsads's solution](#)

414.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[phsads's solution](#)

415.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[phsads's solution](#)

416.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[phsads's solution](#)

417.

2035D

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

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

[phsads's solution](#)

418.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[phsads's solution](#)

419.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[phsads's solution](#)

420.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[phsads's solution](#)

421.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[phsads's solution](#)

422.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[phsads's solution](#)

423.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[phsads's solution](#)

424.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[phsads's solution](#)

425.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[phsads's solution](#)

426.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[phsads's solution](#)

427.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[phsads's solution](#)

428.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[phsads's solution](#)

429.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[phsads's solution](#)

430.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[phsads's solution](#)

431.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy

[phsads's solution](#)

432.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[phsads's solution](#)

433.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[phsads's solution](#)

434.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[phsads's solution](#)

435.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[phsads's solution](#)

436.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[phsads's solution](#)

437.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[phsads's solution](#)

438.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[phsads's solution](#)

439.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[phsads's solution](#)

440.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[phsads's solution](#)

441.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[phsads's solution](#)

442.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[phsads's solution](#)

443.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[phsads's solution](#)

444.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[phsads's solution](#)

445.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[phsads's solution](#)

446.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[phsads's solution](#)

447.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[phsads's solution](#)

448.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[phsads's solution](#)

449.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · last AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[phsads's solution](#)

450.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[phsads's solution](#)

451.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[phsads's solution](#)

452.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[phsads's solution](#)

453.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[phsads's solution](#)

454.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[phsads's solution](#)

455.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[phsads's solution](#)

456.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[phsads's solution](#)

457.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[phsads's solution](#)

458.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[phsads's solution](#)

459.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[phsads's solution](#)

460.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[phsads's solution](#)

461.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[phsads's solution](#)

462.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[phsads's solution](#)

463.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[phsads's solution](#)

464.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[phsads's solution](#)

465.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[phsads's solution](#)

466.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[phsads's solution](#)

467.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[phsads's solution](#)

468.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[phsads's solution](#)

469.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[phsads's solution](#)

470.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · JavaScript (first AC) · Tags: brute force, math, number theory
[phsads's solution](#)

471.

2217E

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

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[phsads's solution](#)

472.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[phsads's solution](#)

473.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[phsads's solution](#)

474.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[phsads's solution](#)

475.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-09-30 · last AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[phsads's solution](#)

476.

2171G

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

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[phsads's solution](#)

477.

2171E

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

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory
[phsads's solution](#)

478.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[phsads's solution](#)

479.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[phsads's solution](#)

480.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[phsads's solution](#)

481.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[phsads's solution](#)

482.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[phsads's solution](#)

483.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[phsads's solution](#)

484.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[phsads's solution](#)

485.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[phsads's solution](#)

486.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[phsads's solution](#)

487.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[phsads's solution](#)

488.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[phsads's solution](#)

489.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[phsads's solution](#)

490.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[phsads's solution](#)

491.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[phsads's solution](#)

492.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[phsads's solution](#)

493.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[phsads's solution](#)

494.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[phsads's solution](#)

495.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[phsads's solution](#)

496.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[phsads's solution](#)

497.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[phsads's solution](#)

498.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[phsads's solution](#)

499.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

500.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[phsads's solution](#)

501.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[phsads's solution](#)

502.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

503.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[phsads's solution](#)

504.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[phsads's solution](#)

505.

2210C2

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

Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[phsads's solution](#)

506.

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

507.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, two pointers

[phsads's solution](#)

508.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[phsads's solution](#)

509.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[phsads's solution](#)

510.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[phsads's solution](#)

511.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[phsads's solution](#)

512.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[phsads's solution](#)

513.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[phsads's solution](#)

514.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[phsads's solution](#)

515.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[phsads's solution](#)

516.

2135D1

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

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

[phsads's solution](#)

517.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[phsads's solution](#)

518.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[phsads's solution](#)

519.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[phsads's solution](#)

520.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[phsads's solution](#)

521.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[phsads's solution](#)

522.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[phsads's solution](#)

523.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[phsads's solution](#)

524.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[phsads's solution](#)

525.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[phsads's solution](#)

526.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[phsads's solution](#)

527.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[phsads's solution](#)

528.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[phsads's solution](#)

529.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[phsads's solution](#)

530.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[phsads's solution](#)

531.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[phsads's solution](#)

532.

1925E

[Space Harbour](#) · [Tutorial](#)

Quality: 2100 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[phsads's solution](#)

533.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[phsads's solution](#)

534.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[phsads's solution](#)

535.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[phsads's solution](#)

536.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[phsads's solution](#)

537.

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[phsads's solution](#)

538.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[phsads's solution](#)

539.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[phsads's solution](#)

540.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[phsads's solution](#)

541.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy,

implementation, math, sortings, two pointers

[phsads's solution](#)

542.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[phsads's solution](#)

543.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[phsads's solution](#)

544.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[phsads's solution](#)

545.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings, two pointers

[phsads's solution](#)

546.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[phsads's solution](#)

547.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[phsads's solution](#)

548.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[phsads's solution](#)

549.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[phsads's solution](#)

550.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[phsads's solution](#)

551.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[phsads's solution](#)

552.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[phsads's solution](#)

553.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[phsads's solution](#)

554.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[phsads's solution](#)

555.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[phsads's solution](#)

556.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[phsads's solution](#)

557.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[phsads's solution](#)

558.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[phsads's solution](#)

559.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[phsads's solution](#)

560.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[phsads's solution](#)

561.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
[phsads's solution](#)

562.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[phsads's solution](#)

563.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[phsads's solution](#)

564.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[phsads's solution](#)

565.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[phsads's solution](#)

566.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[phsads's solution](#)

567.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[phsads's solution](#)

568.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[phsads's solution](#)

569.

1972D2

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

Rating: 2200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[phsads's solution](#)

570.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[phsads's solution](#)

571.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[phsads's solution](#)

572.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[phsads's solution](#)

573.

2195G

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

Quality: 1,045 global accepts · Rating: 2300 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[phsads's solution](#)

574.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[phsads's solution](#)

575.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[phsads's solution](#)

576.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[phsads's solution](#)

577.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[phsads's solution](#)

578.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[phsads's solution](#)

579.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[phsads's solution](#)

580.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[phsads's solution](#)

581.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[phsads's solution](#)

582.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[phsads's solution](#)

583.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[phsads's solution](#)

584.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[phsads's solution](#)

585.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[phsads's solution](#)

586.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing

[phsads's solution](#)

587.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[phsads's solution](#)

588.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[phsads's solution](#)

589.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[phsads's solution](#)

590.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[phsads's solution](#)

591.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[phsads's solution](#)

592.

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[phsads's solution](#)

593.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[phsads's solution](#)

594.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, probabilities

[phsads's solution](#)

595.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[phsads's solution](#)

596.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[phsads's solution](#)

597.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[phsads's solution](#)

598.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[phsads's solution](#)

599.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-09-30 · last AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[phsads's solution](#)

600.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

brute force, data structures, greedy

[phsads's solution](#)

601.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[phsads's solution](#)

602.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[phsads's solution](#)

603.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[phsads's solution](#)

604.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[phsads's solution](#)

605.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[phsads's solution](#)

606.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[phsads's solution](#)

607.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[phsads's solution](#)

608.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[phsads's solution](#)

609.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[phsads's solution](#)

610.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[phsads's solution](#)

611.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[phsads's solution](#)

612.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[phsads's solution](#)

613.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[phsads's solution](#)

614.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[phsads's solution](#)

615.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[phsads's solution](#)

616.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[phsads's solution](#)

617.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

618.

2035E

[Monster](#) · [Tutorial](#)

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

[phsads's solution](#)

619.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[phsads's solution](#)

620.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[phsads's solution](#)

621.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[phsads's solution](#)

622.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[phsads's solution](#)

623.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[phsads's solution](#)

624.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[phsads's solution](#)

625.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[phsads's solution](#)

626.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[phsads's solution](#)

627.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[phsads's solution](#)

628.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[phsads's solution](#)

629.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[phsads's solution](#)

630.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[phsads's solution](#)

631.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[phsads's solution](#)

632.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[phsads's solution](#)

633.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[phsads's solution](#)

634.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[phsads's solution](#)

635.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[phsads's solution](#)

636.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[phsads's solution](#)

637.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[phsads's solution](#)

638.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[phsads's solution](#)

639.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices
[phsads's solution](#)

640.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[phsads's solution](#)

641.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[phsads's solution](#)

642.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[phsads's solution](#)

643.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[phsads's solution](#)

644.

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

645.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[phsads's solution](#)

646.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[phsads's solution](#)

647.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[phsads's solution](#)

648.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[phsads's solution](#)

649.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-12-02 · last AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[phsads's solution](#)

650.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[phsads's solution](#)

651.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[phsads's solution](#)

652.

2171H

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

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[phsads's solution](#)

653.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[phsads's solution](#)

654.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[phsads's solution](#)

655.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[phsads's solution](#)

656.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[phsads's solution](#)

657.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[phsads's solution](#)

658.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[phsads's solution](#)

659.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[phsads's solution](#)

660.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[phsads's solution](#)

661.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[phsads's solution](#)

662.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[phsads's solution](#)

663.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[phsads's solution](#)

664.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[phsads's solution](#)

665.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[phsads's solution](#)

666.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[phsads's solution](#)

667.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[phsads's solution](#)

668.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[phsads's solution](#)

669.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

670.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[phsads's solution](#)

671.

2038D

[Divide OR Conquer · Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[phsads's solution](#)

672.

676E

[The Last Fight Between Human and AI · Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[phsads's solution](#)

673.

2032E

[Balanced · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[phsads's solution](#)

674.

2023C

[C+K+S · Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[phsads's solution](#)

675.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[phsads's solution](#)

676.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[phsads's solution](#)

677.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[phsads's solution](#)

678.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[phsads's solution](#)

679.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[phsads's solution](#)

680.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[phsads's solution](#)

681.

1978F

[Large Graph · Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[phsads's solution](#)

682.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[phsads's solution](#)

683.

1792E

[Divisors and Table · Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[phsads's solution](#)

684.

1969E

[Unique Array · Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[phsads's solution](#)

685.

1957E

[Carousel of Combinations · Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[phsads's solution](#)

686.

1903F

[Babysitting · Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[phsads's solution](#)

687.

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[phsads's solution](#)

688.

317C

[Balance · Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[phsads's solution](#)

689.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy,

implementation

[phsads's solution](#)

690.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[phsads's solution](#)

691.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[phsads's solution](#)

692.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[phsads's solution](#)

693.

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, number theory

[phsads's solution](#)

694.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[phsads's solution](#)

695.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[phsads's solution](#)

696.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, graphs, math

[phsads's solution](#)

697.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[phsads's solution](#)

698.

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[phsads's solution](#)

699.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[phsads's solution](#)

700.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[phsads's solution](#)

701.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[phsads's solution](#)

702.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[phsads's solution](#)

703.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math
[phsads's solution](#)

704.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[phsads's solution](#)

705.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[phsads's solution](#)

706.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[phsads's solution](#)

707.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[phsads's solution](#)

708.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[phsads's solution](#)

709.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[phsads's solution](#)

710.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[phsads's solution](#)

711.

2135D2

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

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

[phsads's solution](#)

712.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[phsads's solution](#)

713.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[phsads's solution](#)

714.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[phsads's solution](#)

715.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[phsads's solution](#)

716.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[phsads's solution](#)

717.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[phsads's solution](#)

718.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[phsads's solution](#)

719.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[phsads's solution](#)

720.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[phsads's solution](#)

721.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[phsads's solution](#)

722.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[phsads's solution](#)

723.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[phsads's solution](#)

724.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[phsads's solution](#)

725.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[phsads's solution](#)

726.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[phsads's solution](#)

727.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[phsads's solution](#)

728.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[phsads's solution](#)

729.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[phsads's solution](#)

730.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[phsads's solution](#)

731.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[phsads's solution](#)

732.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[phsads's solution](#)

733.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[phsads's solution](#)

734.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[phsads's solution](#)

735.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[phsads's solution](#)

736.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[phsads's solution](#)

737.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[phsads's solution](#)

738.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[phsads's solution](#)

739.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[phsads's solution](#)

740.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[phsads's solution](#)

741.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[phsads's solution](#)

742.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[phsads's solution](#)

743.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[phsads's solution](#)

744.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[phsads's solution](#)

745.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[phsads's solution](#)

746.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[phsads's solution](#)

747.

1580B

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

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[phsads's solution](#)

748.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math,

matrices

[phsads's solution](#)

749.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[phsads's solution](#)

750.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[phsads's solution](#)

751.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[phsads's solution](#)

752.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[phsads's solution](#)

753.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[phsads's solution](#)

754.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[phsads's solution](#)

755.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[phsads's solution](#)

756.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[phsads's solution](#)

757.

2022E2

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

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[phsads's solution](#)

758.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[phsads's solution](#)

759.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[phsads's solution](#)

760.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[phsads's solution](#)

761.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[phsads's solution](#)

762.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[phsads's solution](#)

763.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[phsads's solution](#)

764.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[phsads's solution](#)

765.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[phsads's solution](#)

766.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[phsads's solution](#)

767.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[phsads's solution](#)

768.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[phsads's solution](#)

769.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[phsads's solution](#)

770.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[phsads's solution](#)

771.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[phsads's solution](#)

772.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[phsads's solution](#)

773.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[phsads's solution](#)

774.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[phsads's solution](#)

775.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[phsads's solution](#)

776.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[phsads's solution](#)

777.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[phsads's solution](#)

778.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[phsads's solution](#)

779.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[phsads's solution](#)

780.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[phsads's solution](#)

781.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[phsads's solution](#)

782.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[phsads's solution](#)

783.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[phsads's solution](#)

784.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[phsads's solution](#)

785.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[phsads's solution](#)

786.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[phsads's solution](#)

787.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[phsads's solution](#)

788.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[phsads's solution](#)

789.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

790.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[phsads's solution](#)

791.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

792.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[phsads's solution](#)

793.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[phsads's solution](#)

794.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[phsads's solution](#)

795.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2025-08-10 · last AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing

[phsads's solution](#)

796.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[phsads's solution](#)

797.

2056F1

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

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[phsads's solution](#)

798.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[phsads's solution](#)

799.

1930F

[Maximize the Difference · Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[phsads's solution](#)

800.

2028F

[Alice's Adventures in Addition · Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[phsads's solution](#)

801.

1997F

[Chips on a Line · Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[phsads's solution](#)

802.

1913F

[Palindromic Problem · Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[phsads's solution](#)

803.

2031F

[Penchick and Even Medians · Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[phsads's solution](#)

804.

1088F

[Ehab and a weird weight formula · Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[phsads's solution](#)

805.

1310C

[Au Pont Rouge · Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, strings

[phsads's solution](#)

806.

2157G

[Isaac's Queries · Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[phsads's solution](#)

807.

187D

[BRT Contract · Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[phsads's solution](#)

808.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[phsads's solution](#)

809.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[phsads's solution](#)

810.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[phsads's solution](#)

811.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[phsads's solution](#)

812.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[phsads's solution](#)

813.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[phsads's solution](#)

814.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[phsads's solution](#)

815.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[phsads's solution](#)

816.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[phsads's solution](#)

817.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[phsads's solution](#)

818.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[phsads's solution](#)

819.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[phsads's solution](#)

820.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[phsads's solution](#)

821.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[phsads's solution](#)

822.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[phsads's solution](#)

823.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[phsads's solution](#)

824.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[phsads's solution](#)

825.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[phsads's solution](#)

826.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[phsads's solution](#)

827.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[phsads's solution](#)

828.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[phsads's solution](#)

829.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[phsads's solution](#)

830.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[phsads's solution](#)

831.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[phsads's solution](#)

832.

1934E

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

Quality: 342 global accepts · Rating: 3000 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, number theory

[phsads's solution](#)

833.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[phsads's solution](#)

834.

2056F2

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

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[phsads's solution](#)

835.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[phsads's solution](#)

836.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[phsads's solution](#)

837.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings, two pointers

[phsads's solution](#)

838.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[phsads's solution](#)

839.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[phsads's solution](#)

840.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[phsads's solution](#)

841.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[phsads's solution](#)

842.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[phsads's solution](#)

843.

2226F

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

Quality: 181 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[phsads's solution](#)

844.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[phsads's solution](#)

845.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[phsads's solution](#)

846.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[phsads's solution](#)

847.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[phsads's solution](#)

848.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[phsads's solution](#)

849.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[phsads's solution](#)

850.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[phsads's solution](#)

851.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[phsads's solution](#)

852.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[phsads's solution](#)

853.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

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861.

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863.

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864.

2168A2

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865.

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868.

2095E

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869.

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871.

1812F

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