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1622B

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Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-02-08 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[pichax's solution](#)

100.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2022-02-10 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[pichax's solution](#)

101.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[pichax's solution](#)

102.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[pichax's solution](#)

103.

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[pichax's solution](#)

104.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[pichax's solution](#)

105.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[pichax's solution](#)

106.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[pichax's solution](#)

107.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[pichax's solution](#)

108.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[pichax's solution](#)

109.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pichax's solution](#)

110.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pichax's solution](#)

111.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[pichax's solution](#)

112.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[pichax's solution](#)

113.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[pichax's solution](#)

114.

1584B

[Coloring Rectangles](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[pichax's solution](#)

115.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[pichax's solution](#)

116.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[pichax's solution](#)

117.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[pichax's solution](#)

118.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[pichax's solution](#)

119.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[pichax's solution](#)

120.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[pichax's solution](#)

121.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[pichax's solution](#)

122.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[pichax's solution](#)

123.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2022-02-13 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[pichax's solution](#)

124.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[pichax's solution](#)

125.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2022-02-11 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[pichax's solution](#)

126.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[pichax's solution](#)

127.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[pichax's solution](#)

128.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[pichax's solution](#)

129.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[pichax's solution](#)

130.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[pichax's solution](#)

131.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[pichax's solution](#)

132.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[pichax's solution](#)

133.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[pichax's solution](#)

134.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[pichax's solution](#)

135.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[pichax's solution](#)

136.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths
[pichax's solution](#)

137.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[pichax's solution](#)

138.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[pichax's solution](#)

139.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[pichax's solution](#)

140.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[pichax's solution](#)

141.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[pichax's solution](#)

142.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[pichax's solution](#)

143.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[pichax's solution](#)

144.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

math, two pointers

[pichax's solution](#)

145.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2022-02-13 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[pichax's solution](#)

146.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pichax's solution](#)

147.

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[pichax's solution](#)

148.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[pichax's solution](#)

149.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[pichax's solution](#)

150.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[pichax's solution](#)

151.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[pichax's solution](#)

152.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[pichax's solution](#)

153.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[pichax's solution](#)

154.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[pichax's solution](#)

155.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[pichax's solution](#)

156.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[pichax's solution](#)

157.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[pichax's solution](#)

158.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[pichax's solution](#)

159.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pichax's solution](#)

160.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[pichax's solution](#)

161.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pichax's solution](#)

162.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[pichax's solution](#)

163.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[pichax's solution](#)

164.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[pichax's solution](#)

165.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[pichax's solution](#)

166.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[pichax's solution](#)

167.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[pichax's solution](#)

168.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[pichax's solution](#)

169.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[pichax's solution](#)

170.

304C

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

Rating: 1300 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[pichax's solution](#)

171.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[pichax's solution](#)

172.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[pichax's solution](#)

173.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[pichax's solution](#)

174.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[pichax's solution](#)

175.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[pichax's solution](#)

176.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[pichax's solution](#)

177.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[pichax's solution](#)

178.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[pichax's solution](#)

179.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pichax's solution](#)

180.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[pichax's solution](#)

181.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[pichax's solution](#)

182.

1624D

[Palindromes Coloring](#) · [Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[pichax's solution](#)

183.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[pichax's solution](#)

184.

1855C1

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

Rating: 1400 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[pichax's solution](#)

185.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[pichax's solution](#)

186.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[pichax's solution](#)

187.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[pichax's solution](#)

188.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[pichax's solution](#)

189.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[pichax's solution](#)

190.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[pichax's solution](#)

191.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[pichax's solution](#)

192.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math
[pichax's solution](#)

193.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[pichax's solution](#)

194.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[pichax's solution](#)

195.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[pichax's solution](#)

196.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[pichax's solution](#)

197.

1851E

[Nastya and Potions](#) · [Tutorial](#)

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198.

566F

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Quality: 4,301 global accepts · Rating: 1500 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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199.

550C

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200.

1789C

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201.

1673C

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202.

1776L

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203.

1791F

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204.

1792C

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205.

1795C

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206.

1616C

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207.

1759E

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208.

1765N

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209.

1765K

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210.

1760F

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Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[pichax's solution](#)

211.

103B

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212.

166E

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213.

877B

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214.

2157D

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215.

559A

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216.

2128D

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217.

2103C

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218.

1582D

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219.

1778C

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1766D

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221.

1787C

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222.

1795D

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Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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223.

1775C

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224.

1779C

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225.

1771C

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226.

28B

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227.

1555D

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231.

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2104E

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126B

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237.

1995B2

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1325D

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1594D

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240.

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241.

1822F

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242.

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1799C

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1772E

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1792D

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247.

1209D

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1777C

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1783C

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1770C

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251.

1779D

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1731D

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1731C

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1765D

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474D

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460C

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258.

1335E1

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1583C

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260.

2153D

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261.

2145D

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2101B

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263.

1995C

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264.

1326D2

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266.

1725M

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267.

1619D

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268.

1620C

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269.

580D

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270.

1324F

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271.

148D

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272.

1781D

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273.

1793D

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274.

1759F

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275.

1213G

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276.

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

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277.

1780D

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278.

1768D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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279.

1758D

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280.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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281.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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282.

2157E

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Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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283.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[pichax's solution](#)

284.

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

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285.

607B

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Quality: 16,310 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

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286.

1696D

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287.

1991E

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Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

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288.

16E

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289.

1285D

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290.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[pichax's solution](#)

291.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[pichax's solution](#)

292.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[pichax's solution](#)

293.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[pichax's solution](#)

294.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[pichax's solution](#)

295.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[pichax's solution](#)

296.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[pichax's solution](#)

297.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[pichax's solution](#)

298.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[pichax's solution](#)

299.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[pichax's solution](#)

300.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[pichax's solution](#)

301.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[pichax's solution](#)

302.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[pichax's solution](#)

303.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[pichax's solution](#)

304.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[pichax's solution](#)

305.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[pichax's solution](#)

306.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pichax's solution](#)

307.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[pichax's solution](#)

308.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[pichax's solution](#)

309.

540E

[Infinite Inversions](#) · [Tutorial](#)

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[pichax's solution](#)

310.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pichax's solution](#)

311.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pichax's solution](#)

312.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[pichax's solution](#)

313.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[pichax's solution](#)

314.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-02-10 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[pichax's solution](#)

315.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[pichax's solution](#)

316.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[pichax's solution](#)

317.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[pichax's solution](#)

318.

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[pichax's solution](#)

319.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[pichax's solution](#)

320.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[pichax's solution](#)

321.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[pichax's solution](#)

322.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[pichax's solution](#)

323.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[pichax's solution](#)

324.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[pichax's solution](#)

325.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[pichax's solution](#)

326.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[pichax's solution](#)

327.

2101C

[23 Kingdom](#) · [Tutorial](#)

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

[pichax's solution](#)

328.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[pichax's solution](#)

329.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[pichax's solution](#)

330.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[pichax's solution](#)

331.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[pichax's solution](#)

332.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[pichax's solution](#)

333.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[pichax's solution](#)

334.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[pichax's solution](#)

335.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[pichax's solution](#)

336.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[pichax's solution](#)

337.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[pichax's solution](#)

338.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[pichax's solution](#)

339.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[pichax's solution](#)

340.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[pichax's solution](#)

341.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[pichax's solution](#)

342.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[pichax's solution](#)

343.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-02-02 · last AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[pichax's solution](#)

344.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[pichax's solution](#)

345.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[pichax's solution](#)

346.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[pichax's solution](#)

347.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[pichax's solution](#)

348.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[pichax's solution](#)

349.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[pichax's solution](#)

350.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[pichax's solution](#)

351.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[pichax's solution](#)

352.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[pichax's solution](#)

353.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs

[pichax's solution](#)

354.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[pichax's solution](#)

355.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[pichax's solution](#)

356.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[pichax's solution](#)

357.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[pichax's solution](#)

358.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[pichax's solution](#)

359.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[pichax's solution](#)

360.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[pichax's solution](#)

361.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[pichax's solution](#)

362.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[pichax's solution](#)

363.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[pichax's solution](#)

364.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2024-05-08 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[pichax's solution](#)

365.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[pichax's solution](#)

366.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[pichax's solution](#)

367.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[pichax's solution](#)

368.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[pichax's solution](#)

369.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pichax's solution](#)

370.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pichax's solution](#)

371.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[pichax's solution](#)

372.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[pichax's solution](#)

373.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[pichax's solution](#)

374.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[pichax's solution](#)

375.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[pichax's solution](#)

376.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[pichax's solution](#)

377.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[pichax's solution](#)

378.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[pichax's solution](#)

379.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-04-01 · last AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[pichax's solution](#)

380.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[pichax's solution](#)

381.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-11-03 · last AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[pichax's solution](#)

382.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[pichax's solution](#)

383.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[pichax's solution](#)

384.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[pichax's solution](#)

385.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[pichax's solution](#)

386.

1906K

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

Quality: 573 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math
[pichax's solution](#)

387.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-12-15 · last AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[pichax's solution](#)

388.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[pichax's solution](#)

389.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[pichax's solution](#)

390.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[pichax's solution](#)

391.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[pichax's solution](#)

392.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[pichax's solution](#)

393.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[pichax's solution](#)

394.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[pichax's solution](#)

395.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[pichax's solution](#)

396.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[pichax's solution](#)

397.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[pichax's solution](#)

398.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[pichax's solution](#)

399.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[pichax's solution](#)

400.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[pichax's solution](#)

401.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[pichax's solution](#)

402.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[pichax's solution](#)

403.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[pichax's solution](#)

404.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[pichax's solution](#)

405.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[pichax's solution](#)

406.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[pichax's solution](#)

407.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees

[pichax's solution](#)

408.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings

[pichax's solution](#)

409.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[pichax's solution](#)

410.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[pichax's solution](#)

411.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[pichax's solution](#)

412.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[pichax's solution](#)

413.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[pichax's solution](#)

414.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[pichax's solution](#)

415.

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, probabilities, trees

[pichax's solution](#)

416.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[pichax's solution](#)

417.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[pichax's solution](#)

418.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[pichax's solution](#)

419.

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[pichax's solution](#)

420.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[pichax's solution](#)

421.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[pichax's solution](#)

422.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-04-14 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[pichax's solution](#)

423.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[pichax's solution](#)

424.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-07-19 · last AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[pichax's solution](#)

425.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pichax's solution](#)

426.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[pichax's solution](#)

427.

2122E

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

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

[pichax's solution](#)

428.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[pichax's solution](#)

429.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-07-12 · last AC: 2025-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[pichax's solution](#)

430.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[pichax's solution](#)

431.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[pichax's solution](#)

432.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[pichax's solution](#)

433.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[pichax's solution](#)

434.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[pichax's solution](#)

435.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[pichax's solution](#)

436.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[pichax's solution](#)

437.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[pichax's solution](#)

438.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[pichax's solution](#)

439.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[pichax's solution](#)

440.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[pichax's solution](#)

441.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2025-09-16 · last AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[pichax's solution](#)

442.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[pichax's solution](#)

443.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[pichax's solution](#)

444.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pichax's solution](#)

445.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[pichax's solution](#)

446.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[pichax's solution](#)

447.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[pichax's solution](#)

448.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[pichax's solution](#)

449.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[pichax's solution](#)

450.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[pichax's solution](#)

451.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[pichax's solution](#)

452.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[pichax's solution](#)

453.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[pichax's solution](#)

454.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[pichax's solution](#)

455.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[pichax's solution](#)

456.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-12-08 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[pichax's solution](#)

457.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[pichax's solution](#)

458.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-10-09 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[pichax's solution](#)

459.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[pichax's solution](#)

460.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[pichax's solution](#)

461.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[pichax's solution](#)

462.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[pichax's solution](#)

463.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[pichax's solution](#)

464.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[pichax's solution](#)

465.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pichax's solution](#)

466.

1844F2

[Min Cost Permutation \(Hard Version\) · Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[pichax's solution](#)

467.

1693D

[Decinc Dividing · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[pichax's solution](#)

468.

521D

[Shop · Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pichax's solution](#)

469.

962G

[Visible Black Areas · Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees

[pichax's solution](#)

470.

163E

[e-Government · Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[pichax's solution](#)

471.

1746F

[Kazaae · Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[pichax's solution](#)

472.

2153F

[Odd Queries on Odd Array · Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[pichax's solution](#)

473.

2152G

[Query Jungle · Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[pichax's solution](#)

474.

2145G

[Cost of Coloring · Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[pichax's solution](#)

475.

960G

[Bandit Blues · Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[pichax's solution](#)

476.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math
[pichax's solution](#)

477.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory
[pichax's solution](#)

478.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[pichax's solution](#)

479.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[pichax's solution](#)

480.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows
[pichax's solution](#)

481.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[pichax's solution](#)

482.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[pichax's solution](#)

483.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2026-03-16 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, matrices
[pichax's solution](#)

484.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[pichax's solution](#)

485.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-01-02 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[pichax's solution](#)

486.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[pichax's solution](#)

487.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-02 · last AC: 2026-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[pichax's solution](#)

488.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-12-26 · last AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[pichax's solution](#)

489.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[pichax's solution](#)

490.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[pichax's solution](#)

491.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[pichax's solution](#)

492.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[pichax's solution](#)

493.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[pichax's solution](#)

494.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[pichax's solution](#)

495.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pichax's solution](#)

496.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[pichax's solution](#)

497.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[pichax's solution](#)

498.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math
[pichax's solution](#)

499.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
[pichax's solution](#)

500.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[pichax's solution](#)

501.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[pichax's solution](#)

502.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[pichax's solution](#)

503.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[pichax's solution](#)

504.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities
[pichax's solution](#)

505.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[pichax's solution](#)

506.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[pichax's solution](#)

507.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pichax's solution](#)

508.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[pichax's solution](#)

509.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-11-14 · last AC: 2025-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[pichax's solution](#)

510.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[pichax's solution](#)

511.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[pichax's solution](#)

512.

730K

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

Quality: 157 global accepts · Rating: 3200 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[pichax's solution](#)

513.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[pichax's solution](#)

514.

2096H

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

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[pichax's solution](#)

515.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[pichax's solution](#)

516.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[pichax's solution](#)

517.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2026-01-01 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pichax's solution](#)

518.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-07-25 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[pichax's solution](#)

519.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pichax's solution](#)

520.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, trees

[pichax's solution](#)

521.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[pichax's solution](#)

522.

983D

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

Quality: 513 global accepts · Rating: 3300 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pichax's solution](#)

523.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pichax's solution](#)

524.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-14 · last AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[pichax's solution](#)

525.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[pichax's solution](#)

526.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[pichax's solution](#)

527.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[pichax's solution](#)

528.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pichax's solution](#)

529.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[pichax's solution](#)

530.

104725C

[Vystorjal' N](#)

Rating: — · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

531.

104065B

[Call Me Call Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

532.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

533.

103469L

[Little LCS](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

534.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

535.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

536.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

537.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · last AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

538.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

539.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

540.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

541.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

542.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

543.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

544.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Python 3 (first AC) · Tags: —

[pichax's solution](#)

545.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

546.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

547.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

548.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[pichax's solution](#)

549.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

550.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

551.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

552.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

553.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

554.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

555.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

556.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

557.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

558.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

559.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

560.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

561.

102460L

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

Rating: — · first AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

562.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

563.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

564.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

565.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

566.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

567.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[pichax's solution](#)

568.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

569.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

570.

104803A

[Tutorial](#)

Rating: — · first AC: 2023-11-18 · last AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

571.

104803B

[Tutorial](#)

Rating: — · first AC: 2023-11-18 · last AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

572.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[pichax's solution](#)

573.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2023-01-07 · Text (first AC) · Tags: *special, expression parsing, trees

[pichax's solution](#)