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Unique solved — pigstd

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

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

Filters: none

Count: 1,097

1.

2211A

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Quality: 16,052 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pigstd's solution](#)

2.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math
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3.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry
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4.

2148A

[Sublime Sequence](#) · [Tutorial](#)

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5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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6.

2124A

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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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7.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
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8.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
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9.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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10.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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11.

2062A

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12.

1779A

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13.

1738A

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14.

1696A

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15.

1654B

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16.

1654A

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17.

1616A

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18.

1615A

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19.

1487A

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20.

1612A

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21.

1586A

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22.

1598A

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23.

1566B

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[pigstd's solution](#)

24.

1566A

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25.

1552A

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26.

1556A

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27.

1554A

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28.

1536A

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29.

1535A

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30.

1526A

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31.

1523A

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32.

1525A

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33.

1515A

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34.

1519B

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35.

1519A

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36.

1443A

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37.

1421A

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Quality: 35,463 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
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38.

1382A

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

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39.

1517A

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40.

1516A

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41.

1492A

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42.

1514A

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43.

1194A

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44.

1043A

[Elections](#) · [Tutorial](#)

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45.

1504A

[Déjà Vu](#) · [Tutorial](#)

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46.

1146A

[Love "A"](#) · [Tutorial](#)

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[pigstd's solution](#)

47.

1369A

[FashionableLee](#) · [Tutorial](#)

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48.

1497A

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49.

1092B

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50.

988A

[Diverse Team](#) · [Tutorial](#)

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[pigstd's solution](#)

51.

1108A

[Two distinct points](#) · [Tutorial](#)

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52.

1499A

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53.

1472A

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54.

1472B

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55.

932A

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56.

1473A

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57.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

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58.

1468E

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59.

1392A

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

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[pigstd's solution](#)

60.

1392B

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[pigstd's solution](#)

61.

1428A

[Box is Pull](#) · [Tutorial](#)

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62.

1393A

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63.

1371A

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64.

1352A

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65.

1296A

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66.

1294A

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67.

854A

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68.

467A

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69.

851A

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70.

701A

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71.

4A

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Quality: 687,685 global accepts · Rating: 800 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: brute force, math
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72.

2148C

[Pacer](#) · [Tutorial](#)

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73.

2062B

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74.

1779B

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75.

1696B

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76.

1612B

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

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77.

1588A

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78.

1494A

[ABC String](#) · [Tutorial](#)

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79.

1535B

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80.

1525B

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81.

1420A

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82.

1471A

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83.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

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[pigstd's solution](#)

84.

999B

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[pigstd's solution](#)

85.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

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86.

1486A

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87.

1467A

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Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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88.

1419A

[Digit Game](#) · [Tutorial](#)

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89.

1406A

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90.

1374B

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91.

1296B

[Food Buying](#) · [Tutorial](#)

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92.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,887 global accepts · Rating: 900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: greedy
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93.

63A

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94.

96A

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Quality: 193,627 global accepts · Rating: 900 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: implementation, strings
[pigstd's solution](#)

95.

2145B

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Quality: 21,545 global accepts · Rating: 1000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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96.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,733 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

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97.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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98.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

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99.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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100.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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101.

1521A

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102.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

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103.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

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104.

1499B

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105.

1473B

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106.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: math, number theory

[pigstd's solution](#)

107.

1474B

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

Quality: 40,319 global accepts · Rating: 1000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[pigstd's solution](#)

108.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,831 global accepts · Rating: 1000 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: math

[pigstd's solution](#)

109.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[pigstd's solution](#)

110.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,910 global accepts · Rating: 1000 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: greedy, strings

[pigstd's solution](#)

111.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[pigstd's solution](#)

112.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,366 global accepts · Rating: 1000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: implementation

[pigstd's solution](#)

113.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: implementation

[pigstd's solution](#)

114.

109A

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

Quality: 19,821 global accepts · Rating: 1000 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[pigstd's solution](#)

115.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,399 global accepts · Rating: 1000 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[pigstd's solution](#)

116.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,611 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[pigstd's solution](#)

117.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[pigstd's solution](#)

118.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[pigstd's solution](#)

119.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[pigstd's solution](#)

120.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[pigstd's solution](#)

121.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[pigstd's solution](#)

122.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[pigstd's solution](#)

123.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pigstd's solution](#)

124.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: binary search, math

[pigstd's solution](#)

125.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: dp, games

[pigstd's solution](#)

126.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[pigstd's solution](#)

127.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[pigstd's solution](#)

128.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: implementation, strings
[pigstd's solution](#)

129.

1176B

[Merge it! · Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: math
[pigstd's solution](#)

130.

1108B

[Divisors of Two Integers · Tutorial](#)

Quality: 25,191 global accepts · Rating: 1100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[pigstd's solution](#)

131.

1066A

[Vova and Train · Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: math
[pigstd's solution](#)

132.

1472C

[Long Jumps · Tutorial](#)

Quality: 35,339 global accepts · Rating: 1100 · first AC: 2021-01-23 · last AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dp, graphs
[pigstd's solution](#)

133.

1428C

[ABBB · Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[pigstd's solution](#)

134.

1293A

[Conner and the A.R.C. Markland-N · Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · last AC: 2020-01-24 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[pigstd's solution](#)

135.

1288B

[Yet Another Meme Problem · Tutorial](#)

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: math
[pigstd's solution](#)

136.

1288A

[Deadline · Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search
[pigstd's solution](#)

137.

675A

[Infinite Sequence · Tutorial](#)

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: math
[pigstd's solution](#)

138.

12B

[Correct Solution? · Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[pigstd's solution](#)

139.

2174A

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

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[pigstd's solution](#)

140.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 1200 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[pigstd's solution](#)

141.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[pigstd's solution](#)

142.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pigstd's solution](#)

143.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[pigstd's solution](#)

144.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[pigstd's solution](#)

145.

1598C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[pigstd's solution](#)

146.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[pigstd's solution](#)

147.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: bitmasks, math

[pigstd's solution](#)

148.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[pigstd's solution](#)

149.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,925 global accepts · Rating: 1200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math
[pigstd's solution](#)

150.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: implementation
[pigstd's solution](#)

151.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,707 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[pigstd's solution](#)

152.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[pigstd's solution](#)

153.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[pigstd's solution](#)

154.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[pigstd's solution](#)

155.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[pigstd's solution](#)

156.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-23 · last AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings
[pigstd's solution](#)

157.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[pigstd's solution](#)

158.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation
[pigstd's solution](#)

159.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[pigstd's solution](#)

160.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[pigstd's solution](#)

161.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[pigstd's solution](#)

162.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: implementation, sortings
[pigstd's solution](#)

163.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: implementation, math
[pigstd's solution](#)

164.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1200 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: implementation
[pigstd's solution](#)

165.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,098 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[pigstd's solution](#)

166.

2145C

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

Quality: 15,398 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[pigstd's solution](#)

167.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[pigstd's solution](#)

168.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[pigstd's solution](#)

169.

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

[pigstd's solution](#)

170.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pigstd's solution](#)

171.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[pigstd's solution](#)

172.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pigstd's solution](#)

173.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[pigstd's solution](#)

174.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[pigstd's solution](#)

175.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[pigstd's solution](#)

176.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1300 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[pigstd's solution](#)

177.

1556B

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

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

[pigstd's solution](#)

178.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[pigstd's solution](#)

179.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings
[pigstd's solution](#)

180.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[pigstd's solution](#)

181.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings
[pigstd's solution](#)

182.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: implementation, strings
[pigstd's solution](#)

183.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: implementation
[pigstd's solution](#)

184.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[pigstd's solution](#)

185.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[pigstd's solution](#)

186.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[pigstd's solution](#)

187.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar
[pigstd's solution](#)

188.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: combinatorics, math
[pigstd's solution](#)

189.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1300 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number

theory

[pigstd's solution](#)

190.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[pigstd's solution](#)

191.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[pigstd's solution](#)

192.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,267 global accepts · Rating: 1300 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[pigstd's solution](#)

193.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation

[pigstd's solution](#)

194.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: *special, combinatorics

[pigstd's solution](#)

195.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[pigstd's solution](#)

196.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: math

[pigstd's solution](#)

197.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,096 global accepts · Rating: 1300 · first AC: 2019-09-04 · last AC: 2019-09-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[pigstd's solution](#)

198.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[pigstd's solution](#)

199.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[pigstd's solution](#)

200.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[pigstd's solution](#)

201.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[pigstd's solution](#)

202.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pigstd's solution](#)

203.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[pigstd's solution](#)

204.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[pigstd's solution](#)

205.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[pigstd's solution](#)

206.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[pigstd's solution](#)

207.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[pigstd's solution](#)

208.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[pigstd's solution](#)

209.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation,

strings, two pointers

[pigstd's solution](#)

210.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[pigstd's solution](#)

211.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[pigstd's solution](#)

212.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[pigstd's solution](#)

213.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[pigstd's solution](#)

214.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[pigstd's solution](#)

215.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[pigstd's solution](#)

216.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[pigstd's solution](#)

217.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,424 global accepts · Rating: 1400 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[pigstd's solution](#)

218.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[pigstd's solution](#)

219.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: implementation

[pigstd's solution](#)

220.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2021-03-15 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pigstd's solution](#)

221.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[pigstd's solution](#)

222.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

223.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[pigstd's solution](#)

224.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[pigstd's solution](#)

225.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pigstd's solution](#)

226.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[pigstd's solution](#)

227.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[pigstd's solution](#)

228.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[pigstd's solution](#)

229.

26B

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

Quality: 25,848 global accepts · Rating: 1400 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: greedy

[pigstd's solution](#)

230.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[pigstd's solution](#)

231.

2115A

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

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[pigstd's solution](#)

232.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[pigstd's solution](#)

233.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,013 global accepts · Rating: 1500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[pigstd's solution](#)

234.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[pigstd's solution](#)

235.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[pigstd's solution](#)

236.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[pigstd's solution](#)

237.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[pigstd's solution](#)

238.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[pigstd's solution](#)

239.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[pigstd's solution](#)

240.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[pigstd's solution](#)

241.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[pigstd's solution](#)

242.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[pigstd's solution](#)

243.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[pigstd's solution](#)

244.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[pigstd's solution](#)

245.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pigstd's solution](#)

246.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[pigstd's solution](#)

247.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: greedy, two pointers

[pigstd's solution](#)

248.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[pigstd's solution](#)

249.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[pigstd's solution](#)

250.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-21 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[pigstd's solution](#)

251.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[pigstd's solution](#)

252.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,539 global accepts · Rating: 1500 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[pigstd's solution](#)

253.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dp, math, matrices

[pigstd's solution](#)

254.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,453 global accepts · Rating: 1500 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[pigstd's solution](#)

255.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[pigstd's solution](#)

256.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,962 global accepts · Rating: 1500 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

257.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,126 global accepts · Rating: 1500 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[pigstd's solution](#)

258.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[pigstd's solution](#)

259.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[pigstd's solution](#)

260.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[pigstd's solution](#)

261.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[pigstd's solution](#)

262.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-28 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[pigstd's solution](#)

263.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[pigstd's solution](#)

264.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: implementation

[pigstd's solution](#)

265.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,858 global accepts · Rating: 1500 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: binary search, implementation

[pigstd's solution](#)

266.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[pigstd's solution](#)

267.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[pigstd's solution](#)

268.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 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

[pigstd's solution](#)

269.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[pigstd's solution](#)

270.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[pigstd's solution](#)

271.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[pigstd's solution](#)

272.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[pigstd's solution](#)

273.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[pigstd's solution](#)

274.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[pigstd's solution](#)

275.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[pigstd's solution](#)

276.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,688 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[pigstd's solution](#)

277.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[pigstd's solution](#)

278.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[pigstd's solution](#)

279.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[pigstd's solution](#)

280.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[pigstd's solution](#)

281.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[pigstd's solution](#)

282.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[pigstd's solution](#)

283.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-21 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[pigstd's solution](#)

284.

1526C2

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

Quality: 29,724 global accepts · Rating: 1600 · first AC: 2021-05-31 · last AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[pigstd's solution](#)

285.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[pigstd's solution](#)

286.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[pigstd's solution](#)

287.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[pigstd's solution](#)

288.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 1600 · first AC: 2021-04-20 · last AC: 2021-04-26 · GNU C++11 (first AC) · Tags: greedy, number theory

[pigstd's solution](#)

289.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[pigstd's solution](#)

290.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[pigstd's solution](#)

291.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[pigstd's solution](#)

292.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-28 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[pigstd's solution](#)

293.

1475E

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

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[pigstd's solution](#)

294.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,438 global accepts · Rating: 1600 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: probabilities
[pigstd's solution](#)

295.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[pigstd's solution](#)

296.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[pigstd's solution](#)

297.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, implementation, trees
[pigstd's solution](#)

298.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math
[pigstd's solution](#)

299.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms
[pigstd's solution](#)

300.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: math
[pigstd's solution](#)

301.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math
[pigstd's solution](#)

302.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[pigstd's solution](#)

303.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[pigstd's solution](#)

304.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pigstd's solution](#)

305.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[pigstd's solution](#)

306.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[pigstd's solution](#)

307.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[pigstd's solution](#)

308.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[pigstd's solution](#)

309.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[pigstd's solution](#)

310.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[pigstd's solution](#)

311.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths
[pigstd's solution](#)

312.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[pigstd's solution](#)

313.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[pigstd's solution](#)

314.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[pigstd's solution](#)

315.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[pigstd's solution](#)

316.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[pigstd's solution](#)

317.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[pigstd's solution](#)

318.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[pigstd's solution](#)

319.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[pigstd's solution](#)

320.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math
[pigstd's solution](#)

321.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory
[pigstd's solution](#)

322.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[pigstd's solution](#)

323.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory
[pigstd's solution](#)

324.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[pigstd's solution](#)

325.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[pigstd's solution](#)

326.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[pigstd's solution](#)

327.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-04-19 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: games, math
[pigstd's solution](#)

328.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,388 global accepts · Rating: 1700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp
[pigstd's solution](#)

329.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[pigstd's solution](#)

330.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive
[pigstd's solution](#)

331.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2021-04-02 · last AC: 2021-04-02 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive
[pigstd's solution](#)

332.

1497E1

[Square-Free Division \(easy version\) · Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-04-01 · last AC: 2021-04-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[pigstd's solution](#)

333.

1141E

[Superhero Battle · Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: math

[pigstd's solution](#)

334.

1176E

[Cover it! · Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2021-03-26 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[pigstd's solution](#)

335.

1066E

[Binary Numbers AND Sum · Tutorial](#)

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[pigstd's solution](#)

336.

1368D

[AND, OR and square sum · Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[pigstd's solution](#)

337.

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[pigstd's solution](#)

338.

1469D

[Ceil Divisions · Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[pigstd's solution](#)

339.

1325D

[Ehab the Xorcist · Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[pigstd's solution](#)

340.

1473D

[Program · Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-21 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[pigstd's solution](#)

341.

1474C

[Array Destruction · Tutorial](#)

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-20 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[pigstd's solution](#)

342.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,850 global accepts · Rating: 1700 · first AC: 2021-01-23 · last AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[pigstd's solution](#)

343.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[pigstd's solution](#)

344.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: games, geometry, math

[pigstd's solution](#)

345.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-10-16 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dp, greedy

[pigstd's solution](#)

346.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1700 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

347.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pigstd's solution](#)

348.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[pigstd's solution](#)

349.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[pigstd's solution](#)

350.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[pigstd's solution](#)

351.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[pigstd's solution](#)

352.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees
[pigstd's solution](#)

353.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[pigstd's solution](#)

354.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[pigstd's solution](#)

355.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[pigstd's solution](#)

356.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,594 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[pigstd's solution](#)

357.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[pigstd's solution](#)

358.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[pigstd's solution](#)

359.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pigstd's solution](#)

360.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers
[pigstd's solution](#)

361.

1290B

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

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[pigstd's solution](#)

362.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[pigstd's solution](#)

363.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[pigstd's solution](#)

364.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[pigstd's solution](#)

365.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[pigstd's solution](#)

366.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[pigstd's solution](#)

367.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[pigstd's solution](#)

368.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[pigstd's solution](#)

369.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[pigstd's solution](#)

370.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[pigstd's solution](#)

371.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[pigstd's solution](#)

372.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[pigstd's solution](#)

373.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[pigstd's solution](#)

374.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

375.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[pigstd's solution](#)

376.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[pigstd's solution](#)

377.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[pigstd's solution](#)

378.

1443D

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

Rating: 1800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, greedy, math

[pigstd's solution](#)

379.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[pigstd's solution](#)

380.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[pigstd's solution](#)

381.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-04-27 · last AC: 2021-04-27 · GNU C++11 (first AC) · Tags: implementation

[pigstd's solution](#)

382.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

383.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

384.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[pigstd's solution](#)

385.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: games

[pigstd's solution](#)

386.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: brute force, math

[pigstd's solution](#)

387.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, implementation

[pigstd's solution](#)

388.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[pigstd's solution](#)

389.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[pigstd's solution](#)

390.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[pigstd's solution](#)

391.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[pigstd's solution](#)

392.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities
[pigstd's solution](#)

393.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[pigstd's solution](#)

394.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[pigstd's solution](#)

395.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers
[pigstd's solution](#)

396.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[pigstd's solution](#)

397.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[pigstd's solution](#)

398.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[pigstd's solution](#)

399.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: number theory
[pigstd's solution](#)

400.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp
[pigstd's solution](#)

401.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: greedy
[pigstd's solution](#)

402.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[pigstd's solution](#)

403.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[pigstd's solution](#)

404.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[pigstd's solution](#)

405.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pigstd's solution](#)

406.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[pigstd's solution](#)

407.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[pigstd's solution](#)

408.

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

[pigstd's solution](#)

409.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[pigstd's solution](#)

410.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[pigstd's solution](#)

411.

1434A

[Perform Easily](#) · [Tutorial](#)

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412.

2066B

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structures, dp, greedy, implementation

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413.

2111E

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414.

2018B

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415.

1545B

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416.

1785B

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417.

1738D

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418.

1696D

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419.

1707B

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420.

1483B

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421.

1494C

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422.

1421D

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423.

1463D

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424.

1453D

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425.

1492D

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426.

1509D

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427.

1043E

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428.

1470B

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429.

1471D

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430.

1369D

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431.

1092F

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432.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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433.

803D

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434.

803C

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435.

981D

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436.

1486C2

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437.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math
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438.

1475G

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439.

1245D

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440.

1467C

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441.

292E

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442.

730J

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1428D

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444.

476D

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445.

1153D

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[pigstd's solution](#)

446.

1328E

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Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

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447.

1365E

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448.

685B

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449.

2129C2

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450.

1280C

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451.

1889C1

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452.

2096D

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453.

2057D

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454.

2062E1

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455.

1978E

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456.

1198C

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457.

1696E

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458.

1672F1

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459.

1616D

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460.

1487E

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461.

1612E

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462.

1588B

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463.

1599C

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464.

1566E

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Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[pigstd's solution](#)

465.

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

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466.

117C

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Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[pigstd's solution](#)

467.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: games, greedy, sortings

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468.

1536D

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Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

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469.

1521C

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470.

1525C

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471.

1200E

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Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

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472.

1101D

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473.

896B

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Quality: 2,297 global accepts · Rating: 2000 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

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474.

1294F

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475.

1030E

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476.

1514D

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477.

1513D

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Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

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478.

940E

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479.

999E

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480.

999F

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481.

803F

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482.

938D

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483.

1416C

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484.

1416B

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Quality: 6,684 global accepts · Rating: 2000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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485.

1408D

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486.

1415D

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Quality: 6,163 global accepts · Rating: 2000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms

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487.

383C

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Quality: 7,522 global accepts · Rating: 2000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

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488.

1451E1

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Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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489.

1454E

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Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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490.

474E

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Quality: 4,181 global accepts · Rating: 2000 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

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491.

242E

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Quality: 11,853 global accepts · Rating: 2000 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures

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492.

235B

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[pigstd's solution](#)

493.

1426F

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Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings
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494.

656E

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495.

1379C

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496.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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497.

877E

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498.

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
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499.

895C

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500.

2145E

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501.

2150C

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502.

2127E

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Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
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503.

2124E

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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
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504.

1284D

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505.

1120C

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506.

1434C

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Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search

[pigstd's solution](#)

507.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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508.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[pigstd's solution](#)

509.

1C

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[pigstd's solution](#)

510.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[pigstd's solution](#)

511.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[pigstd's solution](#)

512.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[pigstd's solution](#)

513.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[pigstd's solution](#)

514.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
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515.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[pigstd's solution](#)

516.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
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517.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[pigstd's solution](#)

518.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers
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519.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[pigstd's solution](#)

520.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[pigstd's solution](#)

521.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
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522.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
[pigstd's solution](#)

523.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
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524.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[pigstd's solution](#)

525.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
[pigstd's solution](#)

526.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[pigstd's solution](#)

527.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[pigstd's solution](#)

528.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-04-22 · last AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[pigstd's solution](#)

529.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory
[pigstd's solution](#)

530.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math
[pigstd's solution](#)

531.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-13 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math
[pigstd's solution](#)

532.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[pigstd's solution](#)

533.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, math, number theory
[pigstd's solution](#)

534.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

535.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · last AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[pigstd's solution](#)

536.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[pigstd's solution](#)

537.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[pigstd's solution](#)

538.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[pigstd's solution](#)

539.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[pigstd's solution](#)

540.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[pigstd's solution](#)

541.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 2100 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, dp

[pigstd's solution](#)

542.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-09-17 · last AC: 2020-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[pigstd's solution](#)

543.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[pigstd's solution](#)

544.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2020-07-10 · last AC: 2020-07-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[pigstd's solution](#)

545.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[pigstd's solution](#)

546.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2020-07-04 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[pigstd's solution](#)

547.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: data structures, graphs

[pigstd's solution](#)

548.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 2100 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[pigstd's solution](#)

549.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[pigstd's solution](#)

550.

768E

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Quality: 3,507 global accepts · Rating: 2100 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[pigstd's solution](#)

551.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[pigstd's solution](#)

552.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[pigstd's solution](#)

553.

2089C1

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Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[pigstd's solution](#)

554.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[pigstd's solution](#)

555.

2072G

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

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[pigstd's solution](#)

556.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[pigstd's solution](#)

557.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[pigstd's solution](#)

558.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[pigstd's solution](#)

559.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[pigstd's solution](#)

560.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[pigstd's solution](#)

561.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[pigstd's solution](#)

562.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[pigstd's solution](#)

563.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, dp, sortings

[pigstd's solution](#)

564.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[pigstd's solution](#)

565.

1158B

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Quality: 2,382 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[pigstd's solution](#)

566.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[pigstd's solution](#)

567.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

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568.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[pigstd's solution](#)

569.

1486E

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Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

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570.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[pigstd's solution](#)

571.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[pigstd's solution](#)

572.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-31 · last AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[pigstd's solution](#)

573.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[pigstd's solution](#)

574.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[pigstd's solution](#)

575.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2021-05-05 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[pigstd's solution](#)

576.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

577.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[pigstd's solution](#)

578.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[pigstd's solution](#)

579.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[pigstd's solution](#)

580.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[pigstd's solution](#)

581.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[pigstd's solution](#)

582.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[pigstd's solution](#)

583.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,261 global accepts · Rating: 2200 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

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584.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[pigstd's solution](#)

585.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[pigstd's solution](#)

586.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[pigstd's solution](#)

587.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[pigstd's solution](#)

588.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[pigstd's solution](#)

589.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[pigstd's solution](#)

590.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures

[pigstd's solution](#)

591.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[pigstd's solution](#)

592.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[pigstd's solution](#)

593.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft,

math, matrices

[pigstd's solution](#)

594.

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

[pigstd's solution](#)

595.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[pigstd's solution](#)

596.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[pigstd's solution](#)

597.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, probabilities

[pigstd's solution](#)

598.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[pigstd's solution](#)

599.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[pigstd's solution](#)

600.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pigstd's solution](#)

601.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[pigstd's solution](#)

602.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-01-21 · last AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[pigstd's solution](#)

603.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[pigstd's solution](#)

604.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[pigstd's solution](#)

605.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[pigstd's solution](#)

606.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: flows

[pigstd's solution](#)

607.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[pigstd's solution](#)

608.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[pigstd's solution](#)

609.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[pigstd's solution](#)

610.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[pigstd's solution](#)

611.

1594E2

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

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[pigstd's solution](#)

612.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[pigstd's solution](#)

613.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[pigstd's solution](#)

614.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[pigstd's solution](#)

615.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[pigstd's solution](#)

616.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[pigstd's solution](#)

617.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[pigstd's solution](#)

618.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[pigstd's solution](#)

619.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-24 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, math

[pigstd's solution](#)

620.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[pigstd's solution](#)

621.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[pigstd's solution](#)

622.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[pigstd's solution](#)

623.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths
[pigstd's solution](#)

624.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-09 · last AC: 2021-06-09 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths
[pigstd's solution](#)

625.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees
[pigstd's solution](#)

626.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[pigstd's solution](#)

627.

601C

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

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[pigstd's solution](#)

628.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 2300 · first AC: 2021-05-02 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[pigstd's solution](#)

629.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[pigstd's solution](#)

630.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[pigstd's solution](#)

631.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[pigstd's solution](#)

632.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-04-16 · last AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[pigstd's solution](#)

633.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities
[pigstd's solution](#)

634.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: dp, trees
[pigstd's solution](#)

635.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers
[pigstd's solution](#)

636.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[pigstd's solution](#)

637.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures
[pigstd's solution](#)

638.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[pigstd's solution](#)

639.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[pigstd's solution](#)

640.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[pigstd's solution](#)

641.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[pigstd's solution](#)

642.

1451E2

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

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[pigstd's solution](#)

643.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[pigstd's solution](#)

644.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math
[pigstd's solution](#)

645.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[pigstd's solution](#)

646.

2174C1

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

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[pigstd's solution](#)

647.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory
[pigstd's solution](#)

648.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[pigstd's solution](#)

649.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[pigstd's solution](#)

650.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[pigstd's solution](#)

651.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[pigstd's solution](#)

652.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[pigstd's solution](#)

653.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[pigstd's solution](#)

654.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[pigstd's solution](#)

655.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[pigstd's solution](#)

656.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[pigstd's solution](#)

657.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[pigstd's solution](#)

658.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[pigstd's solution](#)

659.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[pigstd's solution](#)

660.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[pigstd's solution](#)

661.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[pigstd's solution](#)

662.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[pigstd's solution](#)

663.

1606D

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Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[pigstd's solution](#)

664.

749E

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Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[pigstd's solution](#)

665.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2021-07-28 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[pigstd's solution](#)

666.

1582F2

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

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[pigstd's solution](#)

667.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[pigstd's solution](#)

668.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[pigstd's solution](#)

669.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[pigstd's solution](#)

670.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[pigstd's solution](#)

671.

1499F

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Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[pigstd's solution](#)

672.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[pigstd's solution](#)

673.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[pigstd's solution](#)

674.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[pigstd's solution](#)

675.

1107E

[Vasya and Binary String · Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

676.

1527D

[MEX Tree · Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[pigstd's solution](#)

677.

1526E

[Oolimry and Suffix Array · Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-07 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[pigstd's solution](#)

678.

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-02 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[pigstd's solution](#)

679.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[pigstd's solution](#)

680.

641D

[Little Artem and Random Variable · Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[pigstd's solution](#)

681.

886E

[Maximum Element · Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

682.

1443E

[Long Permutation · Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-04-30 · last AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, math, two pointers

[pigstd's solution](#)

683.

626F

[Group Projects · Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

684.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings
[pigstd's solution](#)

685.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-04-19 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[pigstd's solution](#)

686.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
[pigstd's solution](#)

687.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[pigstd's solution](#)

688.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[pigstd's solution](#)

689.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities
[pigstd's solution](#)

690.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: data structures, dp
[pigstd's solution](#)

691.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-03-26 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[pigstd's solution](#)

692.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: binary search, graphs
[pigstd's solution](#)

693.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-03-15 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
[pigstd's solution](#)

694.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings
[pigstd's solution](#)

695.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[pigstd's solution](#)

696.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[pigstd's solution](#)

697.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices
[pigstd's solution](#)

698.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[pigstd's solution](#)

699.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
[pigstd's solution](#)

700.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[pigstd's solution](#)

701.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[pigstd's solution](#)

702.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[pigstd's solution](#)

703.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[pigstd's solution](#)

704.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: data structures, sortings
[pigstd's solution](#)

705.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-06-06 · last AC: 2020-06-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[pigstd's solution](#)

706.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[pigstd's solution](#)

707.

2174C2

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[pigstd's solution](#)

708.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[pigstd's solution](#)

709.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
[pigstd's solution](#)

710.

1314B

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

Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[pigstd's solution](#)

711.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, geometry, math, sortings
[pigstd's solution](#)

712.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[pigstd's solution](#)

713.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[pigstd's solution](#)

714.

2057E2

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

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[pigstd's solution](#)

715.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[pigstd's solution](#)

716.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[pigstd's solution](#)

717.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[pigstd's solution](#)

718.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[pigstd's solution](#)

719.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[pigstd's solution](#)

720.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[pigstd's solution](#)

721.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[pigstd's solution](#)

722.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[pigstd's solution](#)

723.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[pigstd's solution](#)

724.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[pigstd's solution](#)

725.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[pigstd's solution](#)

726.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[pigstd's solution](#)

727.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[pigstd's solution](#)

728.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[pigstd's solution](#)

729.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[pigstd's solution](#)

730.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[pigstd's solution](#)

731.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[pigstd's solution](#)

732.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[pigstd's solution](#)

733.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[pigstd's solution](#)

734.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[pigstd's solution](#)

735.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · last AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[pigstd's solution](#)

736.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[pigstd's solution](#)

737.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[pigstd's solution](#)

738.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[pigstd's solution](#)

739.

1548C

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

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[pigstd's solution](#)

740.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[pigstd's solution](#)

741.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[pigstd's solution](#)

742.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[pigstd's solution](#)

743.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[pigstd's solution](#)

744.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[pigstd's solution](#)

745.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[pigstd's solution](#)

746.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[pigstd's solution](#)

747.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: combinatorics, dp

[pigstd's solution](#)

748.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[pigstd's solution](#)

749.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dp, greedy

[pigstd's solution](#)

750.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: dp

[pigstd's solution](#)

751.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

752.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[pigstd's solution](#)

753.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-18 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[pigstd's solution](#)

754.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[pigstd's solution](#)

755.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[pigstd's solution](#)

756.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-04-15 · last AC: 2021-04-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[pigstd's solution](#)

757.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[pigstd's solution](#)

758.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-03-29 · last AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dp, matrices

[pigstd's solution](#)

759.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[pigstd's solution](#)

760.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[pigstd's solution](#)

761.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[pigstd's solution](#)

762.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: combinatorics, fft

[pigstd's solution](#)

763.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[pigstd's solution](#)

764.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, probabilities
[pigstd's solution](#)

765.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[pigstd's solution](#)

766.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[pigstd's solution](#)

767.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[pigstd's solution](#)

768.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[pigstd's solution](#)

769.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search
[pigstd's solution](#)

770.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[pigstd's solution](#)

771.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[pigstd's solution](#)

772.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[pigstd's solution](#)

773.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2023-02-15 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[pigstd's solution](#)

774.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[pigstd's solution](#)

775.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[pigstd's solution](#)

776.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[pigstd's solution](#)

777.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[pigstd's solution](#)

778.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[pigstd's solution](#)

779.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[pigstd's solution](#)

780.

896C

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

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[pigstd's solution](#)

781.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu
[pigstd's solution](#)

782.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[pigstd's solution](#)

783.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[pigstd's solution](#)

784.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory

[pigstd's solution](#)

785.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[pigstd's solution](#)

786.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[pigstd's solution](#)

787.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[pigstd's solution](#)

788.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[pigstd's solution](#)

789.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[pigstd's solution](#)

790.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[pigstd's solution](#)

791.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[pigstd's solution](#)

792.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[pigstd's solution](#)

793.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[pigstd's solution](#)

794.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[pigstd's solution](#)

795.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[pigstd's solution](#)

796.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[pigstd's solution](#)

797.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[pigstd's solution](#)

798.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pigstd's solution](#)

799.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[pigstd's solution](#)

800.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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801.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

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802.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

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803.

1264D1

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Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[pigstd's solution](#)

804.

1515F

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Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

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805.

240F

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Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures

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806.

1375F

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Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

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807.

1439C

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Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[pigstd's solution](#)

808.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[pigstd's solution](#)

809.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[pigstd's solution](#)

810.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[pigstd's solution](#)

811.

1446D1

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Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: data structures, greedy

[pigstd's solution](#)

812.

1406E

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Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[pigstd's solution](#)

813.

940F

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Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, data structures

[pigstd's solution](#)

814.

2077E

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Quality: 607 global accepts · Rating: 2700 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms,

data structures, divide and conquer, dp, greedy, math

[pigstd's solution](#)

815.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

816.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pigstd's solution](#)

817.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[pigstd's solution](#)

818.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[pigstd's solution](#)

819.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[pigstd's solution](#)

820.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[pigstd's solution](#)

821.

207C3

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

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pigstd's solution](#)

822.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[pigstd's solution](#)

823.

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[pigstd's solution](#)

824.

1782F

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

Rating: 2700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[pigstd's solution](#)

825.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[pigstd's solution](#)

826.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[pigstd's solution](#)

827.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[pigstd's solution](#)

828.

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[pigstd's solution](#)

829.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[pigstd's solution](#)

830.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[pigstd's solution](#)

831.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[pigstd's solution](#)

832.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[pigstd's solution](#)

833.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[pigstd's solution](#)

834.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[pigstd's solution](#)

835.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[pigstd's solution](#)

836.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[pigstd's solution](#)

837.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[pigstd's solution](#)

838.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[pigstd's solution](#)

839.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[pigstd's solution](#)

840.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[pigstd's solution](#)

841.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[pigstd's solution](#)

842.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[pigstd's solution](#)

843.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[pigstd's solution](#)

844.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[pigstd's solution](#)

845.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[pigstd's solution](#)

846.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[pigstd's solution](#)

847.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[pigstd's solution](#)

848.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[pigstd's solution](#)

849.

1543E

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

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[pigstd's solution](#)

850.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[pigstd's solution](#)

851.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[pigstd's solution](#)

852.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[pigstd's solution](#)

853.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: dp, math

[pigstd's solution](#)

854.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[pigstd's solution](#)

855.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[pigstd's solution](#)

856.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[pigstd's solution](#)

857.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: math, matrices

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858.

388D

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Quality: 497 global accepts · Rating: 2700 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: math

[pigstd's solution](#)

859.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

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860.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[pigstd's solution](#)

861.

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[pigstd's solution](#)

862.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, trees

[pigstd's solution](#)

863.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[pigstd's solution](#)

864.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, strings

[pigstd's solution](#)

865.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[pigstd's solution](#)

866.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[pigstd's solution](#)

867.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[pigstd's solution](#)

868.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[pigstd's solution](#)

869.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees

[pigstd's solution](#)

870.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[pigstd's solution](#)

871.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[pigstd's solution](#)

872.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[pigstd's solution](#)

873.

1365G

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Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[pigstd's solution](#)

874.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pigstd's solution](#)

875.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[pigstd's solution](#)

876.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[pigstd's solution](#)

877.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[pigstd's solution](#)

878.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[pigstd's solution](#)

879.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[pigstd's solution](#)

880.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[pigstd's solution](#)

881.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[pigstd's solution](#)

882.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[pigstd's solution](#)

883.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

884.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[pigstd's solution](#)

885.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[pigstd's solution](#)

886.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[pigstd's solution](#)

887.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[pigstd's solution](#)

888.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[pigstd's solution](#)

889.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[pigstd's solution](#)

890.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-03-24 · last AC: 2021-10-04 · GNU C++11 (first AC) · Tags: greedy

[pigstd's solution](#)

891.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[pigstd's solution](#)

892.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[pigstd's solution](#)

893.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[pigstd's solution](#)

894.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: math

[pigstd's solution](#)

895.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[pigstd's solution](#)

896.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[pigstd's solution](#)

897.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[pigstd's solution](#)

898.

1280E

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

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pigstd's solution](#)

899.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[pigstd's solution](#)

900.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

901.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[pigstd's solution](#)

902.

2115D

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

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[pigstd's solution](#)

903.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[pigstd's solution](#)

904.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[pigstd's solution](#)

905.

1276D

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Quality: 672 global accepts · Rating: 2900 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

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906.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[pigstd's solution](#)

907.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[pigstd's solution](#)

908.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[pigstd's solution](#)

909.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[pigstd's solution](#)

910.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities

[pigstd's solution](#)

911.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pigstd's solution](#)

912.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[pigstd's solution](#)

913.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[pigstd's solution](#)

914.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[pigstd's solution](#)

915.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[pigstd's solution](#)

916.

1738G

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

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[pigstd's solution](#)

917.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[pigstd's solution](#)

918.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[pigstd's solution](#)

919.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[pigstd's solution](#)

920.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[pigstd's solution](#)

921.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[pigstd's solution](#)

922.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[pigstd's solution](#)

923.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[pigstd's solution](#)

924.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory
[pigstd's solution](#)

925.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices
[pigstd's solution](#)

926.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[pigstd's solution](#)

927.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths
[pigstd's solution](#)

928.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[pigstd's solution](#)

929.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[pigstd's solution](#)

930.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[pigstd's solution](#)

931.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[pigstd's solution](#)

932.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, trees
[pigstd's solution](#)

933.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: dp, math
[pigstd's solution](#)

934.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[pigstd's solution](#)

935.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices
[pigstd's solution](#)

936.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle
[pigstd's solution](#)

937.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: binary search, greedy
[pigstd's solution](#)

938.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[pigstd's solution](#)

939.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dsu
[pigstd's solution](#)

940.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees
[pigstd's solution](#)

941.

2129E

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

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings
[pigstd's solution](#)

942.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[pigstd's solution](#)

943.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[pigstd's solution](#)

944.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
[pigstd's solution](#)

945.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[pigstd's solution](#)

946.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[pigstd's solution](#)

947.

335F

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

Quality: 740 global accepts · Rating: 3000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[pigstd's solution](#)

948.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[pigstd's solution](#)

949.

1779G

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

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[pigstd's solution](#)

950.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[pigstd's solution](#)

951.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[pigstd's solution](#)

952.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[pigstd's solution](#)

953.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[pigstd's solution](#)

954.

1163F

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

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[pigstd's solution](#)

955.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[pigstd's solution](#)

956.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[pigstd's solution](#)

957.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[pigstd's solution](#)

958.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[pigstd's solution](#)

959.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[pigstd's solution](#)

960.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[pigstd's solution](#)

961.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[pigstd's solution](#)

962.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pigstd's solution](#)

963.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[pigstd's solution](#)

964.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[pigstd's solution](#)

965.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[pigstd's solution](#)

966.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[pigstd's solution](#)

967.

914F

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

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[pigstd's solution](#)

968.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[pigstd's solution](#)

969.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[pigstd's solution](#)

970.

2089C2

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

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[pigstd's solution](#)

971.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[pigstd's solution](#)

972.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[pigstd's solution](#)

973.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[pigstd's solution](#)

974.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[pigstd's solution](#)

975.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pigstd's solution](#)

976.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[pigstd's solution](#)

977.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, games

[pigstd's solution](#)

978.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[pigstd's solution](#)

979.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[pigstd's solution](#)

980.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[pigstd's solution](#)

981.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[pigstd's solution](#)

982.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[pigstd's solution](#)

983.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, math

[pigstd's solution](#)

984.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, implementation

[pigstd's solution](#)

985.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: data structures, dsu

[pigstd's solution](#)

986.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[pigstd's solution](#)

987.

1284F

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

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph

matchings, graphs, math, trees

[pigstd's solution](#)

988.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[pigstd's solution](#)

989.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[pigstd's solution](#)

990.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[pigstd's solution](#)

991.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[pigstd's solution](#)

992.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[pigstd's solution](#)

993.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[pigstd's solution](#)

994.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[pigstd's solution](#)

995.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[pigstd's solution](#)

996.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[pigstd's solution](#)

997.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[pigstd's solution](#)

998.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: fft, math

[pigstd's solution](#)

999.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures

[pigstd's solution](#)

1000.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[pigstd's solution](#)

1001.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[pigstd's solution](#)

1002.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-04-01 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[pigstd's solution](#)

1003.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pigstd's solution](#)

1004.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[pigstd's solution](#)

1005.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[pigstd's solution](#)

1006.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[pigstd's solution](#)

1007.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[pigstd's solution](#)

1008.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[pigstd's solution](#)

1009.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

[pigstd's solution](#)

1010.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[pigstd's solution](#)

1011.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[pigstd's solution](#)

1012.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[pigstd's solution](#)

1013.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, two pointers

[pigstd's solution](#)

1014.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[pigstd's solution](#)

1015.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[pigstd's solution](#)

1016.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, trees

[pigstd's solution](#)

1017.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[pigstd's solution](#)

1018.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[pigstd's solution](#)

1019.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, games
[pigstd's solution](#)

1020.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[pigstd's solution](#)

1021.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers
[pigstd's solution](#)

1022.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[pigstd's solution](#)

1023.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[pigstd's solution](#)

1024.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: games
[pigstd's solution](#)

1025.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[pigstd's solution](#)

1026.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1027.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1028.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1029.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1030.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1031.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1032.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1033.

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1034.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1035.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1036.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1037.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1038.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1039.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1040.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[pigstd's solution](#)

1041.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1042.

105327L

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

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1043.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1044.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1045.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1046.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1047.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1048.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1049.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1050.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1051.

104059C

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

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1052.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1053.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1054.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1055.

104059A

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

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1056.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1057.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1058.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1059.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1060.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1061.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1062.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1063.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1064.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1065.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[pigstd's solution](#)

1066.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1067.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1068.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1069.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1070.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1071.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1072.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1073.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1074.

103119L

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

Rating: — · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: —

[pigstd's solution](#)

1075.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1076.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1077.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1078.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1079.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1080.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1081.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1082.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1083.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[pigstd's solution](#)

1084.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[pigstd's solution](#)

1085.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[pigstd's solution](#)

1086.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1087.

103102I

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

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1088.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1089.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1090.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1091.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[pigstd's solution](#)

1092.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1093.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1094.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1095.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[pigstd's solution](#)

1096.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: —

[pigstd's solution](#)

1097.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dp, probabilities

[pigstd's solution](#)