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Unique solved — programpiggy

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Count: 784

- 1.**
1189A
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- 2.**
2031A
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- 3.**
1337A
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- 4.**
1586A
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- 5.**
1928A
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- 6.**
1525A
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- 7.**
1656A
[Good Pairs](#) · [Tutorial](#)
Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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- 8.**
1766A
[Extremely Round](#) · [Tutorial](#)
Quality: 46,060 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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- 9.**
1866A
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10.

1574A

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11.

1861A

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12.

1864A

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13.

1511A

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14.

1430B

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15.

950A

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16.

732A

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17.

1793A

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18.

1780A

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19.

1792A

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20.

1777A

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21.

1775A1

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22.

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23.

1744B

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24.

1744A

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25.

1735A

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26.

1720B

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27.

1389A

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28.

1716B

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29.

1716A

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30.

1711A

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31.

1487A

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32.

1705A

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33.

1702B

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34.

1702A

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35.

1701B

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36.

1701A

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37.

1690C

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38.

1676A

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39.

1671A

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40.

1660B

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41.

1660A

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42.

1657B

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43.

1657A

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44.

1654B

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45.

1654A

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46.

1106A

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47.

1649A

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48.

1642A

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49.

1611A

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50.

1638A

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51.

1634A

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52.

1633A

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- 53.**
1633B
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- 54.**
1560B
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- 55.**
1632A
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- 56.**
144A
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- 57.**
1427A
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- 58.**
412B
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- 59.**
2031B
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- 60.**
2026A
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1337B
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- 62.**
1525B
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- 63.**
1875A
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1430A
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1808A
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- 66.**
1777B
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- 67.**
1775A2
[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)
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- 68.**
1771A
[Hossam and Combinatorics](#) · [Tutorial](#)
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- 69.**
1735B
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- 70.**
1720A
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- 71.**
1642B
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- 72.**
1272A
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[programpiggy's solution](#)
- 73.**
1559B
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Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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- 74.**
1418A
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75.

1876A

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76.

1766B

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77.

1861B

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Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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78.

1430C

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79.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
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80.

1702D

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81.

1690D

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Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
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82.

1691B

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Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
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83.

1674C

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Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings
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84.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

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85.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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86.

1632B

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87.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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88.

14B

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

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[programpiggy's solution](#)

89.

3A

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[programpiggy's solution](#)

90.

1574B

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[programpiggy's solution](#)

91.

1864B

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92.

1511C

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[programpiggy's solution](#)

93.

1511B

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Quality: 24,678 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
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94.

1793B

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Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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- 95.**
1780B
[GCD Partition](#) · [Tutorial](#)
Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
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- 96.**
1783B
[Matrix of Differences](#) · [Tutorial](#)
Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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- 97.**
1722D
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- 98.**
1618C
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[programpiggy's solution](#)
- 99.**
1702C
[Train and Queries](#) · [Tutorial](#)
Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[programpiggy's solution](#)
- 100.**
1166B
[All the Vowels Please](#) · [Tutorial](#)
Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[programpiggy's solution](#)
- 101.**
427B
[Prison Transfer](#) · [Tutorial](#)
Quality: 15,512 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[programpiggy's solution](#)
- 102.**
609B
[The Best Gift](#) · [Tutorial](#)
Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[programpiggy's solution](#)
- 103.**
258A
[Little Elephant and Bits](#) · [Tutorial](#)
Quality: 26,508 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[programpiggy's solution](#)
- 104.**
1586B
[Omkar and Heavenly Tree](#) · [Tutorial](#)
Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[programpiggy's solution](#)
- 105.**
1928B
[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[programpiggy's solution](#)

106.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[programpiggy's solution](#)

107.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[programpiggy's solution](#)

108.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[programpiggy's solution](#)

109.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[programpiggy's solution](#)

110.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[programpiggy's solution](#)

111.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[programpiggy's solution](#)

112.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[programpiggy's solution](#)

113.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[programpiggy's solution](#)

114.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[programpiggy's solution](#)

115.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[programpiggy's solution](#)

116.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[programpiggy's solution](#)

117.

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[programpiggy's solution](#)

118.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[programpiggy's solution](#)

119.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[programpiggy's solution](#)

120.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[programpiggy's solution](#)

121.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[programpiggy's solution](#)

122.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[programpiggy's solution](#)

123.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[programpiggy's solution](#)

124.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[programpiggy's solution](#)

125.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[programpiggy's solution](#)

126.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[programpiggy's solution](#)

127.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[programpiggy's solution](#)

128.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[programpiggy's solution](#)

129.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[programpiggy's solution](#)

130.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[programpiggy's solution](#)

131.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[programpiggy's solution](#)

132.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[programpiggy's solution](#)

133.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[programpiggy's solution](#)

134.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[programpiggy's solution](#)

135.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[programpiggy's solution](#)

136.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[programpiggy's solution](#)

137.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[programpiggy's solution](#)

138.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[programpiggy's solution](#)

139.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[programpiggy's solution](#)

140.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, sortings, strings
[programpiggy's solution](#)

141.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[programpiggy's solution](#)

142.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[programpiggy's solution](#)

143.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[programpiggy's solution](#)

144.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[programpiggy's solution](#)

145.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[programpiggy's solution](#)

146.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[programpiggy's solution](#)

147.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[programpiggy's solution](#)

148.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[programpiggy's solution](#)

149.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[programpiggy's solution](#)

150.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[programpiggy's solution](#)

151.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[programpiggy's solution](#)

152.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-08-21 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings
[programpiggy's solution](#)

153.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[programpiggy's solution](#)

154.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[programpiggy's solution](#)

155.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[programpiggy's solution](#)

156.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[programpiggy's solution](#)

157.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[programpiggy's solution](#)

158.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[programpiggy's solution](#)

159.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[programpiggy's solution](#)

160.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[programpiggy's solution](#)

161.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[programpiggy's solution](#)

162.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[programpiggy's solution](#)

163.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[programpiggy's solution](#)

164.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[programpiggy's solution](#)

165.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,764 global accepts · Rating: 1400 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[programpiggy's solution](#)

166.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[programpiggy's solution](#)

167.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[programpiggy's solution](#)

168.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[programpiggy's solution](#)

169.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[programpiggy's solution](#)

170.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[programpiggy's solution](#)

171.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[programpiggy's solution](#)

172.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[programpiggy's solution](#)

173.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[programpiggy's solution](#)

174.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[programpiggy's solution](#)

175.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[programpiggy's solution](#)

176.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[programpiggy's solution](#)

177.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[programpiggy's solution](#)

178.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[programpiggy's solution](#)

179.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[programpiggy's solution](#)

180.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[programpiggy's solution](#)

181.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[programpiggy's solution](#)

182.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[programpiggy's solution](#)

183.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[programpiggy's solution](#)

184.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[programpiggy's solution](#)

185.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[programpiggy's solution](#)

186.

1337C

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

Rating: 1600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[programpiggy's solution](#)

187.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[programpiggy's solution](#)

188.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[programpiggy's solution](#)

189.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[programpiggy's solution](#)

190.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: trees
[programpiggy's solution](#)

191.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[programpiggy's solution](#)

192.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[programpiggy's solution](#)

193.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[programpiggy's solution](#)

194.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[programpiggy's solution](#)

195.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[programpiggy's solution](#)

196.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
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197.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
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198.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[programpiggy's solution](#)

199.

1722E

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Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

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200.

1165E

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Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[programpiggy's solution](#)

201.

28B

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Quality: 5,520 global accepts · Rating: 1600 · first AC: 2022-02-23 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[programpiggy's solution](#)

202.

1389B

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Quality: 20,353 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[programpiggy's solution](#)

203.

1702E

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Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[programpiggy's solution](#)

204.

1349A

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Quality: 21,642 global accepts · Rating: 1600 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[programpiggy's solution](#)

205.

1528A

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Quality: 18,991 global accepts · Rating: 1600 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[programpiggy's solution](#)

206.

722C

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Quality: 11,473 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[programpiggy's solution](#)

207.

1288C

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Quality: 15,276 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[programpiggy's solution](#)

208.

1045I

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Quality: 5,467 global accepts · Rating: 1600 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[programpiggy's solution](#)

209.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2022-04-12 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[programpiggy's solution](#)

210.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[programpiggy's solution](#)

211.

1062C

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Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[programpiggy's solution](#)

212.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[programpiggy's solution](#)

213.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[programpiggy's solution](#)

214.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[programpiggy's solution](#)

215.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers
[programpiggy's solution](#)

216.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation
[programpiggy's solution](#)

217.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[programpiggy's solution](#)

218.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[programpiggy's solution](#)

219.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[programpiggy's solution](#)

220.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[programpiggy's solution](#)

221.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[programpiggy's solution](#)

222.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[programpiggy's solution](#)

223.

1526C2

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

Quality: 29,755 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[programpiggy's solution](#)

224.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[programpiggy's solution](#)

225.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[programpiggy's solution](#)

226.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[programpiggy's solution](#)

227.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[programpiggy's solution](#)

228.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[programpiggy's solution](#)

229.

1586C

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

Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[programpiggy's solution](#)

230.

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[programpiggy's solution](#)

231.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[programpiggy's solution](#)

232.

1430D

[String Deletion · Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[programpiggy's solution](#)

233.

427C

[Checkposts · Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[programpiggy's solution](#)

234.

1061C

[Multiplicity · Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[programpiggy's solution](#)

235.

1146C

[Tree Diameter · Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, interactive

[programpiggy's solution](#)

236.

1792D

[Fixed Prefix Permutations · Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[programpiggy's solution](#)

237.

1777C

[Quiz Master · Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[programpiggy's solution](#)

238.

1111B

[Average Superhero Gang Power · Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[programpiggy's solution](#)

239.

1783C

[Yet Another Tournament · Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

greedy, sortings

[programpiggy's solution](#)

240.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[programpiggy's solution](#)

241.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[programpiggy's solution](#)

242.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[programpiggy's solution](#)

243.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[programpiggy's solution](#)

244.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[programpiggy's solution](#)

245.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[programpiggy's solution](#)

246.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[programpiggy's solution](#)

247.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[programpiggy's solution](#)

248.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[programpiggy's solution](#)

249.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary

search, two pointers

[programpiggy's solution](#)

250.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[programpiggy's solution](#)

251.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[programpiggy's solution](#)

252.

540B

[School Marks](#) · [Tutorial](#)

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[programpiggy's solution](#)

253.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[programpiggy's solution](#)

254.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[programpiggy's solution](#)

255.

1037D

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Quality: 19,105 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[programpiggy's solution](#)

256.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[programpiggy's solution](#)

257.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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258.

1000C

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Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[programpiggy's solution](#)

259.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[programpiggy's solution](#)

260.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

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261.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[programpiggy's solution](#)

262.

2045M

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Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[programpiggy's solution](#)

263.

1586D

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

Rating: 1800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[programpiggy's solution](#)

264.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[programpiggy's solution](#)

265.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[programpiggy's solution](#)

266.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[programpiggy's solution](#)

267.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[programpiggy's solution](#)

268.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[programpiggy's solution](#)

269.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[programpiggy's solution](#)

270.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[programpiggy's solution](#)

271.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[programpiggy's solution](#)

272.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[programpiggy's solution](#)

273.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[programpiggy's solution](#)

274.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[programpiggy's solution](#)

275.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[programpiggy's solution](#)

276.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[programpiggy's solution](#)

277.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[programpiggy's solution](#)

278.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[programpiggy's solution](#)

279.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[programpiggy's solution](#)

280.

1720D1

[Xor-Subsequence \(easy version\) · Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[programpiggy's solution](#)

281.

482B

[Interesting Array · Tutorial](#)

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[programpiggy's solution](#)

282.

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[programpiggy's solution](#)

283.

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[programpiggy's solution](#)

284.

743D

[Chloe and pleasant prizes · Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[programpiggy's solution](#)

285.

802A1

[Heidi and Library \(easy\) · Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[programpiggy's solution](#)

286.

802A2

[Heidi and Library \(medium\) · Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[programpiggy's solution](#)

287.

623A

[Graph and String · Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[programpiggy's solution](#)

288.

652C

[Foe Pairs · Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers

[programpiggy's solution](#)

289.

1108E1

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

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[programpiggy's solution](#)

290.

1066D

[Boxes Packing · Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[programpiggy's solution](#)

291.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[programpiggy's solution](#)

292.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[programpiggy's solution](#)

293.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
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294.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers
[programpiggy's solution](#)

295.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
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296.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[programpiggy's solution](#)

297.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[programpiggy's solution](#)

298.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[programpiggy's solution](#)

299.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math
[programpiggy's solution](#)

300.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[programpiggy's solution](#)

301.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[programpiggy's solution](#)

302.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[programpiggy's solution](#)

303.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[programpiggy's solution](#)

304.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[programpiggy's solution](#)

305.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[programpiggy's solution](#)

306.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[programpiggy's solution](#)

307.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, matrices

[programpiggy's solution](#)

308.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[programpiggy's solution](#)

309.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[programpiggy's solution](#)

310.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[programpiggy's solution](#)

311.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math
[programpiggy's solution](#)

312.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[programpiggy's solution](#)

313.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math
[programpiggy's solution](#)

314.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[programpiggy's solution](#)

315.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[programpiggy's solution](#)

316.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[programpiggy's solution](#)

317.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy
[programpiggy's solution](#)

318.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[programpiggy's solution](#)

319.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings
[programpiggy's solution](#)

320.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[programpiggy's solution](#)

321.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[programpiggy's solution](#)

322.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[programpiggy's solution](#)

323.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities
[programpiggy's solution](#)

324.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[programpiggy's solution](#)

325.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms
[programpiggy's solution](#)

326.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[programpiggy's solution](#)

327.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[programpiggy's solution](#)

328.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[programpiggy's solution](#)

329.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[programpiggy's solution](#)

330.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[programpiggy's solution](#)

331.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[programpiggy's solution](#)

332.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[programpiggy's solution](#)

333.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees
[programpiggy's solution](#)

334.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[programpiggy's solution](#)

335.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[programpiggy's solution](#)

336.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[programpiggy's solution](#)

337.

2129C2

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

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

338.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[programpiggy's solution](#)

339.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[programpiggy's solution](#)

340.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[programpiggy's solution](#)

341.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[programpiggy's solution](#)

342.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings
[programpiggy's solution](#)

343.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[programpiggy's solution](#)

344.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[programpiggy's solution](#)

345.

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[programpiggy's solution](#)

346.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[programpiggy's solution](#)

347.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[programpiggy's solution](#)

348.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[programpiggy's solution](#)

349.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[programpiggy's solution](#)

350.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[programpiggy's solution](#)

351.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[programpiggy's solution](#)

352.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[programpiggy's solution](#)

353.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[programpiggy's solution](#)

354.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[programpiggy's solution](#)

355.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[programpiggy's solution](#)

356.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[programpiggy's solution](#)

357.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2022-06-01 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[programpiggy's solution](#)

358.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[programpiggy's solution](#)

359.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[programpiggy's solution](#)

360.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[programpiggy's solution](#)

361.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[programpiggy's solution](#)

362.

296B

[Yaroslav and Two Strings](#) · Tutorial

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[programpiggy's solution](#)

363.

920F

[SUM and REPLACE](#) · Tutorial

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[programpiggy's solution](#)

364.

792C

[Divide by Three](#) · Tutorial

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[programpiggy's solution](#)

365.

893E

[Counting Arrays](#) · Tutorial

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[programpiggy's solution](#)

366.

784G

[BF Calculator](#) · Tutorial

Quality: 773 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[programpiggy's solution](#)

367.

2045I

[Microwavable Subsequence](#) · Tutorial

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[programpiggy's solution](#)

368.

2031E

[Penchick and Chloe's Trees](#) · Tutorial

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[programpiggy's solution](#)

369.

1418D

[Trash Problem](#) · Tutorial

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[programpiggy's solution](#)

370.

1525E

[Assimilation IV](#) · Tutorial

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[programpiggy's solution](#)

371.

498C

[Array and Operations](#) · Tutorial

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[programpiggy's solution](#)

372.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[programpiggy's solution](#)

373.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[programpiggy's solution](#)

374.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[programpiggy's solution](#)

375.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[programpiggy's solution](#)

376.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[programpiggy's solution](#)

377.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[programpiggy's solution](#)

378.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[programpiggy's solution](#)

379.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[programpiggy's solution](#)

380.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[programpiggy's solution](#)

381.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[programpiggy's solution](#)

382.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[programpiggy's solution](#)

383.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[programpiggy's solution](#)

384.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[programpiggy's solution](#)

385.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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386.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

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387.

145C

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Quality: 2,174 global accepts · Rating: 2100 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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388.

1117D

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389.

1628D1

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390.

551D

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Quality: 2,111 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

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391.

540E

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392.

1163D

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393.

980D

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394.

1771D

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395.

295C

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396.

1027E

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397.

229D

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398.

489F

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399.

665E

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400.

766E

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401.

767D

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sortings, two pointers

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402.

1185G1

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403.

748E

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404.

837D

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405.

799D

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406.

525E

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Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

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407.

1387B1

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Quality: 1,890 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

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408.

2045H

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Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

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409.

2045G

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410.

1337E

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[programpiggy's solution](#)

411.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[programpiggy's solution](#)

412.

402E

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Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math
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413.

1097D

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414.

1860D

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[programpiggy's solution](#)

415.

1858D

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416.

1400E

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417.

920G

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[programpiggy's solution](#)

418.

1657E

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Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[programpiggy's solution](#)

419.

1800G

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Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[programpiggy's solution](#)

420.

746F

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Quality: 903 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
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421.

1808E1

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422.

1194E

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[programpiggy's solution](#)

423.

875D

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Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[programpiggy's solution](#)

424.

1110E

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Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[programpiggy's solution](#)

425.

1666F

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426.

965E

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427.

645E

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Quality: 1,408 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

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428.

617E

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[programpiggy's solution](#)

429.

27D

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[programpiggy's solution](#)

430.

369E

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431.

1467D

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Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[programpiggy's solution](#)

432.

28C

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Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[programpiggy's solution](#)

433.

165E

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Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[programpiggy's solution](#)

434.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
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435.

839D

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[programpiggy's solution](#)

436.

1175E

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Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
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437.

1156E

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Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[programpiggy's solution](#)

438.

570D

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Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
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439.

1567E

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440.

13C

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441.

855E

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442.

1928E

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443.

1870E

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444.

1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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445.

1875F

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446.

708C

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447.

960E

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Quality: 2,271 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

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448.

1748E

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449.

1834E

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Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

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450.

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

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451.

429C

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452.

1614D2

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

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453.

1861E

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454.

1864F

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455.

1705E

[Mark and Professor Koro · Tutorial](#)

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456.

547C

[Mike and Foam · Tutorial](#)

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[programpiggy's solution](#)

457.

1681F

[Unique Occurrences · Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[programpiggy's solution](#)

458.

629E

[Famil Door and Roads · Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

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459.

660E

[Different Subsets For All Tuples · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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460.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

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461.

898F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

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462.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[programpiggy's solution](#)

463.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-12-08 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[programpiggy's solution](#)

464.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

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465.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · last AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[programpiggy's solution](#)

466.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

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467.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

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468.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[programpiggy's solution](#)

469.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

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470.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[programpiggy's solution](#)

471.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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472.

1342E

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Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
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473.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[programpiggy's solution](#)

474.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
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475.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[programpiggy's solution](#)

476.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[programpiggy's solution](#)

477.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[programpiggy's solution](#)

478.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[programpiggy's solution](#)

479.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[programpiggy's solution](#)

480.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[programpiggy's solution](#)

481.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graph matchings, graphs
[programpiggy's solution](#)

482.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[programpiggy's solution](#)

483.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[programpiggy's solution](#)

484.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[programpiggy's solution](#)

485.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-10-09 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[programpiggy's solution](#)

486.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[programpiggy's solution](#)

487.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[programpiggy's solution](#)

488.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[programpiggy's solution](#)

489.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[programpiggy's solution](#)

490.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[programpiggy's solution](#)

491.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[programpiggy's solution](#)

492.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[programpiggy's solution](#)

493.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[programpiggy's solution](#)

494.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[programpiggy's solution](#)

495.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[programpiggy's solution](#)

496.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[programpiggy's solution](#)

497.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[programpiggy's solution](#)

498.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[programpiggy's solution](#)

499.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[programpiggy's solution](#)

500.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[programpiggy's solution](#)

501.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[programpiggy's solution](#)

502.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[programpiggy's solution](#)

503.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[programpiggy's solution](#)

504.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[programpiggy's solution](#)

505.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[programpiggy's solution](#)

506.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-29 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[programpiggy's solution](#)

507.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[programpiggy's solution](#)

508.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[programpiggy's solution](#)

509.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-05-22 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp
[programpiggy's solution](#)

510.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[programpiggy's solution](#)

511.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[programpiggy's solution](#)

512.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp
[programpiggy's solution](#)

513.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures

[programpiggy's solution](#)

514.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[programpiggy's solution](#)

515.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[programpiggy's solution](#)

516.

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[programpiggy's solution](#)

517.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[programpiggy's solution](#)

518.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[programpiggy's solution](#)

519.

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[programpiggy's solution](#)

520.

1591F

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

Rating: 2400 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[programpiggy's solution](#)

521.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[programpiggy's solution](#)

522.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[programpiggy's solution](#)

523.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[programpiggy's solution](#)

524.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[programpiggy's solution](#)

525.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[programpiggy's solution](#)

526.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[programpiggy's solution](#)

527.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[programpiggy's solution](#)

528.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[programpiggy's solution](#)

529.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[programpiggy's solution](#)

530.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[programpiggy's solution](#)

531.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[programpiggy's solution](#)

532.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[programpiggy's solution](#)

533.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[programpiggy's solution](#)

534.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[programpiggy's solution](#)

535.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[programpiggy's solution](#)

536.

2201D

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[programpiggy's solution](#)

537.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[programpiggy's solution](#)

538.

1181E1

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

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, sortings

[programpiggy's solution](#)

539.

2140E2

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

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[programpiggy's solution](#)

540.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[programpiggy's solution](#)

541.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[programpiggy's solution](#)

542.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[programpiggy's solution](#)

543.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[programpiggy's solution](#)

544.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[programpiggy's solution](#)

545.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[programpiggy's solution](#)

546.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[programpiggy's solution](#)

547.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[programpiggy's solution](#)

548.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[programpiggy's solution](#)

549.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[programpiggy's solution](#)

550.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[programpiggy's solution](#)

551.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[programpiggy's solution](#)

552.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[programpiggy's solution](#)

553.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[programpiggy's solution](#)

554.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[programpiggy's solution](#)

555.

1574E

[Coloring · Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[programpiggy's solution](#)

556.

1859E

[Maximum Monogonosity · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[programpiggy's solution](#)

557.

1823E

[Removing Graph · Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[programpiggy's solution](#)

558.

884F

[Anti-Palindromize · Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[programpiggy's solution](#)

559.

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[programpiggy's solution](#)

560.

1332F

[Independent Set · Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[programpiggy's solution](#)

561.

1508C

[Complete the MST · Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[programpiggy's solution](#)

562.

123E

[Maze · Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[programpiggy's solution](#)

563.

835F

[Roads in the Kingdom · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[programpiggy's solution](#)

564.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[programpiggy's solution](#)

565.

212D

[Cutting a Fence · Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu

[programpiggy's solution](#)

566.

666C

[Codeword · Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[programpiggy's solution](#)

567.

1043F

[Make It One · Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[programpiggy's solution](#)

568.

1174E

[Ehab and the Expected GCD Problem · Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[programpiggy's solution](#)

569.

734F

[Anton and School · Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[programpiggy's solution](#)

570.

1771F

[Hossam and Range Minimum Query · Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[programpiggy's solution](#)

571.

53E

[Dead Ends · Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[programpiggy's solution](#)

572.

840C

[On the Bench · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[programpiggy's solution](#)

573.

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[programpiggy's solution](#)

574.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs
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575.

868F

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Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[programpiggy's solution](#)

576.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[programpiggy's solution](#)

577.

40E

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Quality: 810 global accepts · Rating: 2500 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[programpiggy's solution](#)

578.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees
[programpiggy's solution](#)

579.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
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580.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

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[programpiggy's solution](#)

581.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[programpiggy's solution](#)

582.

2119E

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Quality: 706 global accepts · Rating: 2600 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[programpiggy's solution](#)

583.

2129D

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Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[programpiggy's solution](#)

584.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[programpiggy's solution](#)

585.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[programpiggy's solution](#)

586.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[programpiggy's solution](#)

587.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[programpiggy's solution](#)

588.

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[programpiggy's solution](#)

589.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[programpiggy's solution](#)

590.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[programpiggy's solution](#)

591.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[programpiggy's solution](#)

592.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[programpiggy's solution](#)

593.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-09-06 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[programpiggy's solution](#)

594.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[programpiggy's solution](#)

595.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

596.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[programpiggy's solution](#)

597.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[programpiggy's solution](#)

598.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[programpiggy's solution](#)

599.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[programpiggy's solution](#)

600.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

601.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[programpiggy's solution](#)

602.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees
[programpiggy's solution](#)

603.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[programpiggy's solution](#)

604.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

605.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[programpiggy's solution](#)

606.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[programpiggy's solution](#)

607.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[programpiggy's solution](#)

608.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[programpiggy's solution](#)

609.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[programpiggy's solution](#)

610.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[programpiggy's solution](#)

611.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[programpiggy's solution](#)

612.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[programpiggy's solution](#)

613.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[programpiggy's solution](#)

614.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings, two pointers

[programpiggy's solution](#)

615.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[programpiggy's solution](#)

616.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[programpiggy's solution](#)

617.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[programpiggy's solution](#)

618.

2056F1

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

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[programpiggy's solution](#)

619.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[programpiggy's solution](#)

620.

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[programpiggy's solution](#)

621.

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[programpiggy's solution](#)

622.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[programpiggy's solution](#)

623.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[programpiggy's solution](#)

624.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[programpiggy's solution](#)

625.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[programpiggy's solution](#)

626.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[programpiggy's solution](#)

627.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[programpiggy's solution](#)

628.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[programpiggy's solution](#)

629.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[programpiggy's solution](#)

630.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[programpiggy's solution](#)

631.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[programpiggy's solution](#)

632.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[programpiggy's solution](#)

633.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[programpiggy's solution](#)

634.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[programpiggy's solution](#)

635.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[programpiggy's solution](#)

636.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[programpiggy's solution](#)

637.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

638.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[programpiggy's solution](#)

639.

70E

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

Quality: 590 global accepts · Rating: 2700 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees
[programpiggy's solution](#)

640.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees
[programpiggy's solution](#)

641.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[programpiggy's solution](#)

642.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[programpiggy's solution](#)

643.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities, trees
[programpiggy's solution](#)

644.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[programpiggy's solution](#)

645.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[programpiggy's solution](#)

646.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[programpiggy's solution](#)

647.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math
[programpiggy's solution](#)

648.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[programpiggy's solution](#)

649.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
[programpiggy's solution](#)

650.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[programpiggy's solution](#)

651.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy
[programpiggy's solution](#)

652.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[programpiggy's solution](#)

653.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[programpiggy's solution](#)

654.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation
[programpiggy's solution](#)

655.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

656.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[programpiggy's solution](#)

657.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[programpiggy's solution](#)

658.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings
[programpiggy's solution](#)

659.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[programpiggy's solution](#)

660.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[programpiggy's solution](#)

661.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[programpiggy's solution](#)

662.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[programpiggy's solution](#)

663.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[programpiggy's solution](#)

664.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, probabilities
[programpiggy's solution](#)

665.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[programpiggy's solution](#)

666.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[programpiggy's solution](#)

667.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft
[programpiggy's solution](#)

668.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[programpiggy's solution](#)

669.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[programpiggy's solution](#)

670.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[programpiggy's solution](#)

671.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[programpiggy's solution](#)

672.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees
[programpiggy's solution](#)

673.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

674.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[programpiggy's solution](#)

675.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[programpiggy's solution](#)

676.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

677.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[programpiggy's solution](#)

678.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[programpiggy's solution](#)

679.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[programpiggy's solution](#)

680.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[programpiggy's solution](#)

681.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[programpiggy's solution](#)

682.

356E

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[programpiggy's solution](#)

683.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[programpiggy's solution](#)

684.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[programpiggy's solution](#)

685.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[programpiggy's solution](#)

686.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings
[programpiggy's solution](#)

687.

1181E2

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

Quality: 398 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[programpiggy's solution](#)

688.

1989F

[Simultaneous Coloring · Tutorial](#)

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs
[programpiggy's solution](#)

689.

1969F

[Card Pairing · Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[programpiggy's solution](#)

690.

2056F2

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

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[programpiggy's solution](#)

691.

587F

[Duff is Mad · Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[programpiggy's solution](#)

692.

1361E

[James and the Chase · Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[programpiggy's solution](#)

693.

1558E

[Down Below · Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[programpiggy's solution](#)

694.

1797F

[Li Hua and Path · Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees
[programpiggy's solution](#)

695.

1610F

[Mashtali: a Space Odyssey · Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[programpiggy's solution](#)

696.

1874E

[Jellyfish and Hack · Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[programpiggy's solution](#)

697.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[programpiggy's solution](#)

698.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[programpiggy's solution](#)

699.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[programpiggy's solution](#)

700.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[programpiggy's solution](#)

701.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[programpiggy's solution](#)

702.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[programpiggy's solution](#)

703.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[programpiggy's solution](#)

704.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices
[programpiggy's solution](#)

705.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[programpiggy's solution](#)

706.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[programpiggy's solution](#)

707.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory,

two pointers

[programpiggy's solution](#)

708.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[programpiggy's solution](#)

709.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[programpiggy's solution](#)

710.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[programpiggy's solution](#)

711.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[programpiggy's solution](#)

712.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[programpiggy's solution](#)

713.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[programpiggy's solution](#)

714.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[programpiggy's solution](#)

715.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[programpiggy's solution](#)

716.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[programpiggy's solution](#)

717.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[programpiggy's solution](#)

718.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[programpiggy's solution](#)

719.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[programpiggy's solution](#)

720.

1895G

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

Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[programpiggy's solution](#)

721.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees
[programpiggy's solution](#)

722.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[programpiggy's solution](#)

723.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[programpiggy's solution](#)

724.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math
[programpiggy's solution](#)

725.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[programpiggy's solution](#)

726.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities
[programpiggy's solution](#)

727.

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math
[programpiggy's solution](#)

728.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[programpiggy's solution](#)

729.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings
[programpiggy's solution](#)

730.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft
[programpiggy's solution](#)

731.

2097E

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

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[programpiggy's solution](#)

732.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[programpiggy's solution](#)

733.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees
[programpiggy's solution](#)

734.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[programpiggy's solution](#)

735.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[programpiggy's solution](#)

736.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[programpiggy's solution](#)

737.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[programpiggy's solution](#)

738.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[programpiggy's solution](#)

739.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-08-14 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[programpiggy's solution](#)

740.

2096H

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

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[programpiggy's solution](#)

741.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[programpiggy's solution](#)

742.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, trees
[programpiggy's solution](#)

743.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[programpiggy's solution](#)

744.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[programpiggy's solution](#)

745.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer
[programpiggy's solution](#)

746.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees
[programpiggy's solution](#)

747.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[programpiggy's solution](#)

748.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[programpiggy's solution](#)

749.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs
[programpiggy's solution](#)

750.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy
[programpiggy's solution](#)

751.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees
[programpiggy's solution](#)

752.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory
[programpiggy's solution](#)

753.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2026-01-19 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[programpiggy's solution](#)

754.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing
[programpiggy's solution](#)

755.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[programpiggy's solution](#)

756.

1427G

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

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[programpiggy's solution](#)

757.

1528F

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758.

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786D

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763.

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764.

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765.

715E

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766.

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768.

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769.

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771.

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772.

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776.

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398B

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783.

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784.

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