

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — psgawa

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

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

Filters: none

Count: 307

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[psgawa's solution](#)
- 2.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,848 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[psgawa's solution](#)
- 3.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,286 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[psgawa's solution](#)
- 4.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[psgawa's solution](#)
- 5.**
2182A
[New Year String](#) · [Tutorial](#)
Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[psgawa's solution](#)
- 6.**
2143A
[All Lengths Subtraction](#) · [Tutorial](#)
Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
[psgawa's solution](#)
- 7.**
2134A
[Painting With Two Colors](#) · [Tutorial](#)
Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[psgawa's solution](#)
- 8.**
2133B
[Villagers](#) · [Tutorial](#)
Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[psgawa's solution](#)
- 9.**
2133A
[Redstone?](#) · [Tutorial](#)
Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[psgawa's solution](#)

10.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,797 global accepts · Rating: 800 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[psgawa's solution](#)

11.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[psgawa's solution](#)

12.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,950 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[psgawa's solution](#)

13.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[psgawa's solution](#)

14.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[psgawa's solution](#)

15.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[psgawa's solution](#)

16.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[psgawa's solution](#)

17.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,771 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[psgawa's solution](#)

18.

2051A

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

Quality: 35,182 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[psgawa's solution](#)

19.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[psgawa's solution](#)

20.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,617 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[psgawa's solution](#)

21.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[psgawa's solution](#)

22.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[psgawa's solution](#)

23.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[psgawa's solution](#)

24.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[psgawa's solution](#)

25.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[psgawa's solution](#)

26.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[psgawa's solution](#)

27.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[psgawa's solution](#)

28.

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[psgawa's solution](#)

29.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[psgawa's solution](#)

30.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[psgawa's solution](#)

31.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[psgawa's solution](#)

32.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[psgawa's solution](#)

33.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,371 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[psgawa's solution](#)

34.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[psgawa's solution](#)

35.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[psgawa's solution](#)

36.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[psgawa's solution](#)

37.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[psgawa's solution](#)

38.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[psgawa's solution](#)

39.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · last AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[psgawa's solution](#)

40.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[psgawa's solution](#)

41.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[psgawa's solution](#)

42.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-06 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[psgawa's solution](#)

43.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[psgawa's solution](#)

44.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[psgawa's solution](#)

45.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[psgawa's solution](#)

46.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[psgawa's solution](#)

47.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[psgawa's solution](#)

48.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[psgawa's solution](#)

49.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[psgawa's solution](#)

50.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[psgawa's solution](#)

51.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[psgawa's solution](#)

52.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[psgawa's solution](#)

53.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[psgawa's solution](#)

54.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[psgawa's solution](#)

55.

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[psgawa's solution](#)

56.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[psgawa's solution](#)

57.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[psgawa's solution](#)

58.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[psgawa's solution](#)

59.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[psgawa's solution](#)

60.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[psgawa's solution](#)

61.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[psgawa's solution](#)

62.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[psgawa's solution](#)

63.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[psgawa's solution](#)

64.

2210C1

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

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[psgawa's solution](#)

65.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[psgawa's solution](#)

66.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[psgawa's solution](#)

67.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[psgawa's solution](#)

68.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[psgawa's solution](#)

69.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[psgawa's solution](#)

70.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,928 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[psgawa's solution](#)

71.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[psgawa's solution](#)

72.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[psgawa's solution](#)

73.

1272C

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

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[psgawa's solution](#)

74.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[psgawa's solution](#)

75.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[psgawa's solution](#)

76.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[psgawa's solution](#)

77.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[psgawa's solution](#)

78.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · last AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[psgawa's solution](#)

79.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · last AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[psgawa's solution](#)

80.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[psgawa's solution](#)

81.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[psgawa's solution](#)

82.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[psgawa's solution](#)

83.

445A

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

Quality: 33,674 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[psgawa's solution](#)

84.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[psgawa's solution](#)

85.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[psgawa's solution](#)

86.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[psgawa's solution](#)

87.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[psgawa's solution](#)

88.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[psgawa's solution](#)

89.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[psgawa's solution](#)

90.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[psgawa's solution](#)

91.

2146C

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

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[psgawa's solution](#)

92.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[psgawa's solution](#)

93.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[psgawa's solution](#)

94.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[psgawa's solution](#)

95.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[psgawa's solution](#)

96.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[psgawa's solution](#)

97.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[psgawa's solution](#)

98.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[psgawa's solution](#)

99.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[psgawa's solution](#)

100.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[psgawa's solution](#)

101.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[psgawa's solution](#)

102.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[psgawa's solution](#)

103.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[psgawa's solution](#)

104.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[psgawa's solution](#)

105.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[psgawa's solution](#)

106.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,001 global accepts · Rating: 1300 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[psgawa's solution](#)

107.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2023-10-02 · last AC: 2023-10-03 · Clang++20 Diagnostics (first AC) · Tags: greedy, implementation
[psgawa's solution](#)

108.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[psgawa's solution](#)

109.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[psgawa's solution](#)

110.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[psgawa's solution](#)

111.

2111D

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

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[psgawa's solution](#)

112.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[psgawa's solution](#)

113.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[psgawa's solution](#)

114.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[psgawa's solution](#)

115.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[psgawa's solution](#)

116.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[psgawa's solution](#)

117.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[psgawa's solution](#)

118.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[psgawa's solution](#)

119.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[psgawa's solution](#)

120.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[psgawa's solution](#)

121.

2116C

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

Rating: 1500 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths
[psgawa's solution](#)

122.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[psgawa's solution](#)

123.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[psgawa's solution](#)

124.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[psgawa's solution](#)

125.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[psgawa's solution](#)

126.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[psgawa's solution](#)

127.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[psgawa's solution](#)

128.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[psgawa's solution](#)

129.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2024-06-23 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[psgawa's solution](#)

130.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[psgawa's solution](#)

131.

1133D

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

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[psgawa's solution](#)

132.

707C

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

Quality: 13,482 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[psgawa's solution](#)

133.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[psgawa's solution](#)

134.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[psgawa's solution](#)

135.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[psgawa's solution](#)

136.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[psgawa's solution](#)

137.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[psgawa's solution](#)

138.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[psgawa's solution](#)

139.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[psgawa's solution](#)

140.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[psgawa's solution](#)

141.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings
[psgawa's solution](#)

142.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[psgawa's solution](#)

143.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[psgawa's solution](#)

144.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[psgawa's solution](#)

145.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[psgawa's solution](#)

146.

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[psgawa's solution](#)

147.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[psgawa's solution](#)

148.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[psgawa's solution](#)

149.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[psgawa's solution](#)

150.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[psgawa's solution](#)

151.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory
[psgawa's solution](#)

152.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[psgawa's solution](#)

153.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[psgawa's solution](#)

154.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[psgawa's solution](#)

155.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[psgawa's solution](#)

156.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[psgawa's solution](#)

157.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[psgawa's solution](#)

158.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[psgawa's solution](#)

159.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[psgawa's solution](#)

160.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[psgawa's solution](#)

161.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[psgawa's solution](#)

162.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: *special

[psgawa's solution](#)

163.

2211C2

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

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[psgawa's solution](#)

164.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[psgawa's solution](#)

165.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[psgawa's solution](#)

166.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[psgawa's solution](#)

167.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[psgawa's solution](#)

168.

2143D1

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

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[psgawa's solution](#)

169.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[psgawa's solution](#)

170.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[psgawa's solution](#)

171.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[psgawa's solution](#)

172.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[psgawa's solution](#)

173.

1935D

[Exam in MAC · Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[psgawa's solution](#)

174.

1954D

[Colored Balls · Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[psgawa's solution](#)

175.

1575D

[Divisible by Twenty-Five · Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[psgawa's solution](#)

176.

1678B2

[Tokitsukaze and Good 01-String \(hard version\) · Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[psgawa's solution](#)

177.

1805D

[A Wide, Wide Graph · Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[psgawa's solution](#)

178.

1244D

[Paint the Tree · Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[psgawa's solution](#)

179.

459D

[Pashmak and Parmida's problem · Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[psgawa's solution](#)

180.

1941F

[Rudolf and Imbalance · Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[psgawa's solution](#)

181.

1250J

[The Parade · Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[psgawa's solution](#)

182.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[psgawa's solution](#)

183.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[psgawa's solution](#)

184.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[psgawa's solution](#)

185.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[psgawa's solution](#)

186.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[psgawa's solution](#)

187.

1702G1

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

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
[psgawa's solution](#)

188.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp
[psgawa's solution](#)

189.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[psgawa's solution](#)

190.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[psgawa's solution](#)

191.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[psgawa's solution](#)

192.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[psgawa's solution](#)

193.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[psgawa's solution](#)

194.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[psgawa's solution](#)

195.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[psgawa's solution](#)

196.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[psgawa's solution](#)

197.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[psgawa's solution](#)

198.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[psgawa's solution](#)

199.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[psgawa's solution](#)

200.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[psgawa's solution](#)

201.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[psgawa's solution](#)

202.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[psgawa's solution](#)

203.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[psgawa's solution](#)

204.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[psgawa's solution](#)

205.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[psgawa's solution](#)

206.

2217E

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

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-07 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[psgawa's solution](#)

207.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[psgawa's solution](#)

208.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[psgawa's solution](#)

209.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[psgawa's solution](#)

210.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[psgawa's solution](#)

211.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[psgawa's solution](#)

212.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[psgawa's solution](#)

213.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[psgawa's solution](#)

214.

1702G2

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

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[psgawa's solution](#)

215.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[psgawa's solution](#)

216.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[psgawa's solution](#)

217.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[psgawa's solution](#)

218.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[psgawa's solution](#)

219.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[psgawa's solution](#)

220.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[psgawa's solution](#)

221.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[psgawa's solution](#)

222.

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[psgawa's solution](#)

223.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[psgawa's solution](#)

224.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[psgawa's solution](#)

225.

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[psgawa's solution](#)

226.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[psgawa's solution](#)

227.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[psgawa's solution](#)

228.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[psgawa's solution](#)

229.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[psgawa's solution](#)

230.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[psgawa's solution](#)

231.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[psgawa's solution](#)

232.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[psgawa's solution](#)

233.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[psgawa's solution](#)

234.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[psgawa's solution](#)

235.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[psgawa's solution](#)

236.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[psgawa's solution](#)

237.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[psgawa's solution](#)

238.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[psgawa's solution](#)

239.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[psgawa's solution](#)

240.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[psgawa's solution](#)

241.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[psgawa's solution](#)

242.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[psgawa's solution](#)

243.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[psgawa's solution](#)

244.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[psgawa's solution](#)

245.

641G

[Little Artem and Graph](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[psgawa's solution](#)

246.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, implementation

[psgawa's solution](#)

247.

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[psgawa's solution](#)

248.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[psgawa's solution](#)

249.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[psgawa's solution](#)

250.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[psgawa's solution](#)

251.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[psgawa's solution](#)

252.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[psgawa's solution](#)

253.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation
[psgawa's solution](#)

254.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[psgawa's solution](#)

255.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[psgawa's solution](#)

256.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[psgawa's solution](#)

257.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[psgawa's solution](#)

258.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings
[psgawa's solution](#)

259.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[psgawa's solution](#)

260.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math
[psgawa's solution](#)

261.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[psgawa's solution](#)

262.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[psgawa's solution](#)

263.

2211F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and

conquer, dp, math

[psgawa's solution](#)

264.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[psgawa's solution](#)

265.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[psgawa's solution](#)

266.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[psgawa's solution](#)

267.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[psgawa's solution](#)

268.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[psgawa's solution](#)

269.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[psgawa's solution](#)

270.

38H

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

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[psgawa's solution](#)

271.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[psgawa's solution](#)

272.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[psgawa's solution](#)

273.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dp

[psgawa's solution](#)

274.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[psgawa's solution](#)

275.

2211E

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

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[psgawa's solution](#)

276.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[psgawa's solution](#)

277.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[psgawa's solution](#)

278.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[psgawa's solution](#)

279.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[psgawa's solution](#)

280.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[psgawa's solution](#)

281.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[psgawa's solution](#)

282.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[psgawa's solution](#)

283.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · last AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing,

implementation, strings

[psgawa's solution](#)

284.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[psgawa's solution](#)

285.

285E

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

Quality: 1,296 global accepts · Rating: 2600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[psgawa's solution](#)

286.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[psgawa's solution](#)

287.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

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288.

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291.

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292.

10D

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294.

1810G

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296.

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715E

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298.

2225F

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2225E

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300.

2225D

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Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

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301.

2225C

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302.

2225B

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Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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303.

2225A

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304.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

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[psgawa's solution](#)

305.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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306.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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307.

101889G

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