

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

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# Unique solved — qazabcdef1111

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

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

Filters: none

Count: 502

1.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[qazabcdef1111's solution](#)

2.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[qazabcdef1111's solution](#)

3.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,564 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[qazabcdef1111's solution](#)

4.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[qazabcdef1111's solution](#)

5.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[qazabcdef1111's solution](#)

6.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[qazabcdef1111's solution](#)

7.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings  
[qazabcdef1111's solution](#)

8.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[qazabcdef1111's solution](#)

9.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[qazabcdef1111's solution](#)

**10.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[qazabcdef1111's solution](#)

**11.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[qazabcdef1111's solution](#)

**12.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[qazabcdef1111's solution](#)

**13.**

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[qazabcdef1111's solution](#)

**14.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[qazabcdef1111's solution](#)

**15.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[qazabcdef1111's solution](#)

**16.**

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math  
[qazabcdef1111's solution](#)

**17.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[qazabcdef1111's solution](#)

**18.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[qazabcdef1111's solution](#)

**19.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[qazabcdef1111's solution](#)

**20.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[qazabcdef1111's solution](#)

**21.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[qazabcDEF1111's solution](#)

**22.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[qazabcDEF1111's solution](#)

**23.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[qazabcDEF1111's solution](#)

**24.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[qazabcDEF1111's solution](#)

**25.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[qazabcDEF1111's solution](#)

**26.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[qazabcDEF1111's solution](#)

**27.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[qazabcDEF1111's solution](#)

**28.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[qazabcDEF1111's solution](#)

**29.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[qazabcDEF1111's solution](#)

**30.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[qazabcDEF1111's solution](#)

**31.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy  
[qazabcDEF1111's solution](#)

- 32.**  
2014A  
[Robin Helps](#) · [Tutorial](#)  
Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[qazabcdef1111's solution](#)
- 33.**  
2014B  
[Robin Hood and the Major Oak](#) · [Tutorial](#)  
Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[qazabcdef1111's solution](#)
- 34.**  
2110B  
[Down with Brackets](#) · [Tutorial](#)  
Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[qazabcdef1111's solution](#)
- 35.**  
2102A  
[Dinner Time](#) · [Tutorial](#)  
Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[qazabcdef1111's solution](#)
- 36.**  
2102B  
[The Picky Cat](#) · [Tutorial](#)  
Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[qazabcdef1111's solution](#)
- 37.**  
1011A  
[Stages](#) · [Tutorial](#)  
Quality: 13,265 global accepts · Rating: 900 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[qazabcdef1111's solution](#)
- 38.**  
1872B  
[The Corridor or There and Back Again](#) · [Tutorial](#)  
Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[qazabcdef1111's solution](#)
- 39.**  
2060C  
[Game of Mathletes](#) · [Tutorial](#)  
Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers  
[qazabcdef1111's solution](#)
- 40.**  
2192B  
[Flipping Binary String](#) · [Tutorial](#)  
Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings  
[qazabcdef1111's solution](#)
- 41.**  
2194B  
[Offshores](#) · [Tutorial](#)  
Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[qazabcdef1111's solution](#)
- 42.**  
1611C  
[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[qazabcdef1111's solution](#)

**43.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[qazabcdef1111's solution](#)

**44.**

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[qazabcdef1111's solution](#)

**45.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qazabcdef1111's solution](#)

**46.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[qazabcdef1111's solution](#)

**47.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qazabcdef1111's solution](#)

**48.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qazabcdef1111's solution](#)

**49.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[qazabcdef1111's solution](#)

**50.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qazabcdef1111's solution](#)

**51.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[qazabcdef1111's solution](#)

**52.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qazabcdef1111's solution](#)

- 53.**  
2036C  
[Anya and 1100](#) · [Tutorial](#)  
Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[qazabcdef1111's solution](#)
- 54.**  
2014C  
[Robin Hood in Town](#) · [Tutorial](#)  
Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[qazabcdef1111's solution](#)
- 55.**  
2119B  
[Line Segments](#) · [Tutorial](#)  
Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[qazabcdef1111's solution](#)
- 56.**  
2113B  
[Good Start](#) · [Tutorial](#)  
Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[qazabcdef1111's solution](#)
- 57.**  
2109B  
[Slice to Survive](#) · [Tutorial](#)  
Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[qazabcdef1111's solution](#)
- 58.**  
431B  
[Shower Line](#) · [Tutorial](#)  
Quality: 11,673 global accepts · Rating: 1200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[qazabcdef1111's solution](#)
- 59.**  
1011B  
[Planning The Expedition](#) · [Tutorial](#)  
Quality: 11,029 global accepts · Rating: 1200 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation  
[qazabcdef1111's solution](#)
- 60.**  
651B  
[Beautiful Paintings](#) · [Tutorial](#)  
Quality: 12,224 global accepts · Rating: 1200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[qazabcdef1111's solution](#)
- 61.**  
740B  
[Alyona and flowers](#) · [Tutorial](#)  
Quality: 8,871 global accepts · Rating: 1200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[qazabcdef1111's solution](#)
- 62.**  
1872D  
[Plus Minus Permutation](#) · [Tutorial](#)  
Quality: 38,828 global accepts · Rating: 1200 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[qazabcdef1111's solution](#)
- 63.**  
717C  
[Potions Homework](#) · [Tutorial](#)  
Quality: 4,285 global accepts · Rating: 1200 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[qazabcdef1111's solution](#)

**64.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[qazabcdef1111's solution](#)

**65.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[qazabcdef1111's solution](#)

**66.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[qazabcdef1111's solution](#)

**67.**

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[qazabcdef1111's solution](#)

**68.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[qazabcdef1111's solution](#)

**69.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math  
[qazabcdef1111's solution](#)

**70.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[qazabcdef1111's solution](#)

**71.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[qazabcdef1111's solution](#)

**72.**

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[qazabcdef1111's solution](#)

**73.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[qazabcdef1111's solution](#)

**74.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[qazabcdef1111's solution](#)

**75.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[qazabcdef1111's solution](#)

**76.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qazabcdef1111's solution](#)

**77.**

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, sortings

[qazabcdef1111's solution](#)

**78.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[qazabcdef1111's solution](#)

**79.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[qazabcdef1111's solution](#)

**80.**

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qazabcdef1111's solution](#)

**81.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qazabcdef1111's solution](#)

**82.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qazabcdef1111's solution](#)

**83.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[qazabcdef1111's solution](#)

84.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[qazabcDEF1111's solution](#)

85.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, number theory  
[qazabcDEF1111's solution](#)

86.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[qazabcDEF1111's solution](#)

87.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[qazabcDEF1111's solution](#)

88.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[qazabcDEF1111's solution](#)

89.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[qazabcDEF1111's solution](#)

90.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp  
[qazabcDEF1111's solution](#)

91.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[qazabcDEF1111's solution](#)

92.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[qazabcDEF1111's solution](#)

93.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[qazabcDEF1111's solution](#)

94.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qazabcdef1111's solution](#)

**95.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[qazabcdef1111's solution](#)

**96.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[qazabcdef1111's solution](#)

**97.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[qazabcdef1111's solution](#)

**98.**

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[qazabcdef1111's solution](#)

**99.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[qazabcdef1111's solution](#)

**100.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[qazabcdef1111's solution](#)

**101.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees

[qazabcdef1111's solution](#)

**102.**

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qazabcdef1111's solution](#)

**103.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[qazabcdef1111's solution](#)

**104.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[qazabcdef1111's solution](#)

**105.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[qazabcdef1111's solution](#)

**106.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[qazabcdef1111's solution](#)

**107.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[qazabcdef1111's solution](#)

**108.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qazabcdef1111's solution](#)

**109.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[qazabcdef1111's solution](#)

**110.**

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[qazabcdef1111's solution](#)

**111.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[qazabcdef1111's solution](#)

**112.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, number theory

[qazabcdef1111's solution](#)

**113.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[qazabcdef1111's solution](#)

**114.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[qazabcdef1111's solution](#)

**115.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[qazabcDEF1111's solution](#)

**116.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · last AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[qazabcDEF1111's solution](#)

**117.**

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[qazabcDEF1111's solution](#)

**118.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[qazabcDEF1111's solution](#)

**119.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[qazabcDEF1111's solution](#)

**120.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[qazabcDEF1111's solution](#)

**121.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[qazabcDEF1111's solution](#)

**122.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[qazabcDEF1111's solution](#)

**123.**

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[qazabcDEF1111's solution](#)

**124.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[qazabcDEF1111's solution](#)

**125.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[qazabcdef1111's solution](#)

**126.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[qazabcdef1111's solution](#)

**127.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[qazabcdef1111's solution](#)

**128.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[qazabcdef1111's solution](#)

**129.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[qazabcdef1111's solution](#)

**130.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[qazabcdef1111's solution](#)

**131.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qazabcdef1111's solution](#)

**132.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[qazabcdef1111's solution](#)

**133.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[qazabcdef1111's solution](#)

**134.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[qazabcdef1111's solution](#)

**135.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu  
[qazabcdef1111's solution](#)

**136.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[qazabcdef1111's solution](#)

**137.**

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, two pointers  
[qazabcdef1111's solution](#)

**138.**

740D

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

Rating: 1900 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs  
[qazabcdef1111's solution](#)

**139.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: two pointers  
[qazabcdef1111's solution](#)

**140.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[qazabcdef1111's solution](#)

**141.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive  
[qazabcdef1111's solution](#)

**142.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers  
[qazabcdef1111's solution](#)

**143.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, two pointers  
[qazabcdef1111's solution](#)

**144.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[qazabcdef1111's solution](#)

**145.**

2014H

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

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[qazabcDEF1111's solution](#)

**146.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[qazabcDEF1111's solution](#)

**147.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qazabcDEF1111's solution](#)

**148.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[qazabcDEF1111's solution](#)

**149.**

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees

[qazabcDEF1111's solution](#)

**150.**

1380D

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

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[qazabcDEF1111's solution](#)

**151.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[qazabcDEF1111's solution](#)

**152.**

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[qazabcDEF1111's solution](#)

**153.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[qazabcDEF1111's solution](#)

**154.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[qazabcdef1111's solution](#)

**155.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[qazabcdef1111's solution](#)

**156.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[qazabcdef1111's solution](#)

**157.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[qazabcdef1111's solution](#)

**158.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[qazabcdef1111's solution](#)

**159.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[qazabcdef1111's solution](#)

**160.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qazabcdef1111's solution](#)

**161.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[qazabcdef1111's solution](#)

**162.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qazabcdef1111's solution](#)

**163.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[qazabcdef1111's solution](#)

**164.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[qazabcdef1111's solution](#)

**165.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[qazabcdef1111's solution](#)

**166.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[qazabcdef1111's solution](#)

**167.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

[qazabcdef1111's solution](#)

**168.**

1778D

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

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[qazabcdef1111's solution](#)

**169.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[qazabcdef1111's solution](#)

**170.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[qazabcdef1111's solution](#)

**171.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[qazabcdef1111's solution](#)

**172.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[qazabcdef1111's solution](#)

**173.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[qazabcdef1111's solution](#)

**174.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[qazabcdef1111's solution](#)

### 175.

1387B1

[Village \(Minimum\) · Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, dp, greedy, trees

[qazabcdef1111's solution](#)

### 176.

1637E

[Best Pair · Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[qazabcdef1111's solution](#)

### 177.

1801D

[The way home · Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[qazabcdef1111's solution](#)

### 178.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[qazabcdef1111's solution](#)

### 179.

2113D

[Cheater · Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[qazabcdef1111's solution](#)

### 180.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[qazabcdef1111's solution](#)

### 181.

1811G2

[Vlad and the Nice Paths \(hard version\) · Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[qazabcdef1111's solution](#)

### 182.

2102E

[23 Kingdom · Tutorial](#)

Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[qazabcdef1111's solution](#)

### 183.

651E

[Table Compression · Tutorial](#)

Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[qazabcdef1111's solution](#)

### 184.

2009G2

[Yunli's Subarray Queries \(hard version\) · Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[qazabcdef1111's solution](#)

**185.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[qazabcdef1111's solution](#)

**186.**

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[qazabcdef1111's solution](#)

**187.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[qazabcdef1111's solution](#)

**188.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[qazabcdef1111's solution](#)

**189.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[qazabcdef1111's solution](#)

**190.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[qazabcdef1111's solution](#)

**191.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[qazabcdef1111's solution](#)

**192.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities, trees

[qazabcdef1111's solution](#)

**193.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[qazabcdef1111's solution](#)

**194.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[qazabcdef1111's solution](#)

**195.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qazabcdef1111's solution](#)

**196.**

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qazabcdef1111's solution](#)

**197.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[qazabcdef1111's solution](#)

**198.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-03-05 · last AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[qazabcdef1111's solution](#)

**199.**

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[qazabcdef1111's solution](#)

**200.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[qazabcdef1111's solution](#)

**201.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[qazabcdef1111's solution](#)

**202.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[qazabcdef1111's solution](#)

**203.**

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[qazabcdef1111's solution](#)

**204.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[qazabcdef1111's solution](#)

**205.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[qazabcdef1111's solution](#)

**206.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, two pointers  
[qazabcdef1111's solution](#)

**207.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers  
[qazabcdef1111's solution](#)

**208.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[qazabcdef1111's solution](#)

**209.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math  
[qazabcdef1111's solution](#)

**210.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[qazabcdef1111's solution](#)

**211.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings  
[qazabcdef1111's solution](#)

**212.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees  
[qazabcdef1111's solution](#)

**213.**

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees  
[qazabcdef1111's solution](#)

**214.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[qazabcdef1111's solution](#)

**215.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[qazabcdef1111's solution](#)

**216.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[qazabcdef1111's solution](#)

**217.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-02-21 · last AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[qazabcdef1111's solution](#)

**218.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-06-10 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[qazabcdef1111's solution](#)

**219.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[qazabcdef1111's solution](#)

**220.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[qazabcdef1111's solution](#)

**221.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[qazabcdef1111's solution](#)

**222.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-01-17 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[qazabcdef1111's solution](#)

**223.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[qazabcdef1111's solution](#)

**224.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[qazabcdef1111's solution](#)

**225.**

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-02-22 · last AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[qazabcdef1111's solution](#)

**226.**

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[qazabcdef1111's solution](#)

**227.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory

[qazabcdef1111's solution](#)

**228.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[qazabcdef1111's solution](#)

**229.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[qazabcdef1111's solution](#)

**230.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-04-19 · last AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[qazabcdef1111's solution](#)

**231.**

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[qazabcdef1111's solution](#)

**232.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[qazabcdef1111's solution](#)

**233.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[qazabcdef1111's solution](#)

**234.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[qazabcdef1111's solution](#)

**235.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[qazabcdef1111's solution](#)

**236.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[qazabcdef1111's solution](#)

**237.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[qazabcdef1111's solution](#)

**238.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[qazabcdef1111's solution](#)

**239.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[qazabcdef1111's solution](#)

**240.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[qazabcdef1111's solution](#)

**241.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-05 · last AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[qazabcdef1111's solution](#)

**242.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[qazabcdef1111's solution](#)

**243.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[qazabcdef1111's solution](#)

## 244.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[qazabcdef1111's solution](#)

## 245.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[qazabcdef1111's solution](#)

## 246.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-02-10 · last AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[qazabcdef1111's solution](#)

## 247.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[qazabcdef1111's solution](#)

## 248.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[qazabcdef1111's solution](#)

## 249.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[qazabcdef1111's solution](#)

## 250.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[qazabcdef1111's solution](#)

## 251.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[qazabcdef1111's solution](#)

## 252.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[qazabcdef1111's solution](#)

**253.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[qazabcdef1111's solution](#)

**254.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[qazabcdef1111's solution](#)

**255.**

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[qazabcdef1111's solution](#)

**256.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[qazabcdef1111's solution](#)

**257.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[qazabcdef1111's solution](#)

**258.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[qazabcdef1111's solution](#)

**259.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, matrices

[qazabcdef1111's solution](#)

**260.**

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices

[qazabcdef1111's solution](#)

**261.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[qazabcdef1111's solution](#)

**262.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[qazabcdef1111's solution](#)

**263.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[qazabcdef1111's solution](#)

**264.**

5E

[Bindian Signaling · Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qazabcdef1111's solution](#)

**265.**

1326E

[Bombs · Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[qazabcdef1111's solution](#)

**266.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[qazabcdef1111's solution](#)

**267.**

1082G

[Petya and Graph · Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[qazabcdef1111's solution](#)

**268.**

1837F

[Editorial for Two · Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[qazabcdef1111's solution](#)

**269.**

1348E

[Phoenix and Berries · Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[qazabcdef1111's solution](#)

**270.**

1340C

[Nastya and Unexpected Guest · Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qazabcdef1111's solution](#)

**271.**

1369E

[DeadLee · Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[qazabcdef1111's solution](#)

**272.**

1436E

[Complicated Computations · Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[qazabcdef1111's solution](#)

**273.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[qazabcdef1111's solution](#)

**274.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[qazabcdef1111's solution](#)

**275.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[qazabcdef1111's solution](#)

**276.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qazabcdef1111's solution](#)

**277.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[qazabcdef1111's solution](#)

**278.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[qazabcdef1111's solution](#)

**279.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[qazabcdef1111's solution](#)

**280.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[qazabcdef1111's solution](#)

**281.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[qazabcdef1111's solution](#)

**282.**

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[qazabcdef1111's solution](#)

**283.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[qazabcdef1111's solution](#)

**284.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[qazabcdef1111's solution](#)

**285.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[qazabcdef1111's solution](#)

**286.**

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees  
[qazabcdef1111's solution](#)

**287.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees  
[qazabcdef1111's solution](#)

**288.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[qazabcdef1111's solution](#)

**289.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths  
[qazabcdef1111's solution](#)

**290.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer  
[qazabcdef1111's solution](#)

**291.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[qazabcdef1111's solution](#)

**292.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[qazabcdef1111's solution](#)

**293.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees  
[qazabcdef1111's solution](#)

**294.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
[qazabcdef1111's solution](#)

**295.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[qazabcdef1111's solution](#)

**296.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[qazabcdef1111's solution](#)

**297.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory  
[qazabcdef1111's solution](#)

**298.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings  
[qazabcdef1111's solution](#)

**299.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[qazabcdef1111's solution](#)

**300.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry  
[qazabcdef1111's solution](#)

**301.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer  
[qazabcdef1111's solution](#)

**302.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[qazabcdef1111's solution](#)

**303.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[qazabcDEF1111's solution](#)

**304.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[qazabcDEF1111's solution](#)

**305.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[qazabcDEF1111's solution](#)

**306.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[qazabcDEF1111's solution](#)

**307.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[qazabcDEF1111's solution](#)

**308.**

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[qazabcDEF1111's solution](#)

**309.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[qazabcDEF1111's solution](#)

**310.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[qazabcDEF1111's solution](#)

**311.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[qazabcDEF1111's solution](#)

**312.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-10-15 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[qazabcDEF1111's solution](#)

**313.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[qazabcdef1111's solution](#)

**314.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[qazabcdef1111's solution](#)

**315.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[qazabcdef1111's solution](#)

**316.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, number theory

[qazabcdef1111's solution](#)

**317.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[qazabcdef1111's solution](#)

**318.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[qazabcdef1111's solution](#)

**319.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, two pointers

[qazabcdef1111's solution](#)

**320.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[qazabcdef1111's solution](#)

**321.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[qazabcdef1111's solution](#)

**322.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[qazabcdef1111's solution](#)

**323.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices  
[qazabcDEF1111's solution](#)

**324.**

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees  
[qazabcDEF1111's solution](#)

**325.**

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs  
[qazabcDEF1111's solution](#)

**326.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2024-10-13 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[qazabcDEF1111's solution](#)

**327.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[qazabcDEF1111's solution](#)

**328.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[qazabcDEF1111's solution](#)

**329.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[qazabcDEF1111's solution](#)

**330.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[qazabcDEF1111's solution](#)

**331.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory  
[qazabcDEF1111's solution](#)

**332.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[qazabcdef1111's solution](#)

**333.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[qazabcdef1111's solution](#)

**334.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2025-03-03 · last AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[qazabcdef1111's solution](#)

**335.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[qazabcdef1111's solution](#)

**336.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qazabcdef1111's solution](#)

**337.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[qazabcdef1111's solution](#)

**338.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2025-03-03 · last AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[qazabcdef1111's solution](#)

**339.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-03-07 · last AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[qazabcdef1111's solution](#)

**340.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[qazabcdef1111's solution](#)

**341.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[qazabcdef1111's solution](#)

**342.**

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[qazabcdef1111's solution](#)

**343.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[qazabcdef1111's solution](#)

**344.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[qazabcdef1111's solution](#)

**345.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[qazabcdef1111's solution](#)

**346.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft

[qazabcdef1111's solution](#)

**347.**

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[qazabcdef1111's solution](#)

**348.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[qazabcdef1111's solution](#)

**349.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[qazabcdef1111's solution](#)

**350.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[qazabcdef1111's solution](#)

**351.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[qazabcdef1111's solution](#)

**352.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[qazabcdef1111's solution](#)

**353.**

628F

[Bear and Fair Set · Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[qazabcdef1111's solution](#)

**354.**

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[qazabcdef1111's solution](#)

**355.**

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[qazabcdef1111's solution](#)

**356.**

442C

[Artem and Array · Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[qazabcdef1111's solution](#)

**357.**

840C

[On the Bench · Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[qazabcdef1111's solution](#)

**358.**

1637F

[Towers · Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[qazabcdef1111's solution](#)

**359.**

1548C

[The Three Little Pigs · Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[qazabcdef1111's solution](#)

**360.**

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qazabcdef1111's solution](#)

**361.**

1572B

[Xor of 3 · Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[qazabcdef1111's solution](#)

**362.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[qazabcDEF1111's solution](#)

**363.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[qazabcDEF1111's solution](#)

**364.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,171 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[qazabcDEF1111's solution](#)

**365.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[qazabcDEF1111's solution](#)

**366.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[qazabcDEF1111's solution](#)

**367.**

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[qazabcDEF1111's solution](#)

**368.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[qazabcDEF1111's solution](#)

**369.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[qazabcDEF1111's solution](#)

**370.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[qazabcDEF1111's solution](#)

**371.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[qazabcDEF1111's solution](#)

**372.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[qazabcDEF1111's solution](#)

**373.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-02-28 · last AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[qazabcDEF1111's solution](#)

**374.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[qazabcDEF1111's solution](#)

**375.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[qazabcDEF1111's solution](#)

**376.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[qazabcDEF1111's solution](#)

**377.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[qazabcDEF1111's solution](#)

**378.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[qazabcDEF1111's solution](#)

**379.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[qazabcDEF1111's solution](#)

**380.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[qazabcDEF1111's solution](#)

**381.**

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[qazabcDEF1111's solution](#)

**382.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qazabcdef1111's solution](#)

**383.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[qazabcdef1111's solution](#)

**384.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[qazabcdef1111's solution](#)

**385.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[qazabcdef1111's solution](#)

**386.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[qazabcdef1111's solution](#)

**387.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[qazabcdef1111's solution](#)

**388.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[qazabcdef1111's solution](#)

**389.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[qazabcdef1111's solution](#)

**390.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[qazabcdef1111's solution](#)

**391.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[qazabcdef1111's solution](#)

**392.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[qazabcdef1111's solution](#)

**393.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[qazabcdef1111's solution](#)

**394.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[qazabcdef1111's solution](#)

**395.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[qazabcdef1111's solution](#)

**396.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[qazabcdef1111's solution](#)

**397.**

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[qazabcdef1111's solution](#)

**398.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[qazabcdef1111's solution](#)

**399.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees  
[qazabcdef1111's solution](#)

**400.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy  
[qazabcdef1111's solution](#)

**401.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings  
[qazabcdef1111's solution](#)

**402.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[qazabcDEF1111's solution](#)

**403.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[qazabcDEF1111's solution](#)

**404.**

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qazabcDEF1111's solution](#)

**405.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[qazabcDEF1111's solution](#)

**406.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[qazabcDEF1111's solution](#)

**407.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: fft

[qazabcDEF1111's solution](#)

**408.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[qazabcDEF1111's solution](#)

**409.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qazabcDEF1111's solution](#)

**410.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[qazabcDEF1111's solution](#)

**411.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[qazabcDEF1111's solution](#)

**412.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[qazabcdef1111's solution](#)

**413.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[qazabcdef1111's solution](#)

**414.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, sortings

[qazabcdef1111's solution](#)

**415.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[qazabcdef1111's solution](#)

**416.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[qazabcdef1111's solution](#)

**417.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[qazabcdef1111's solution](#)

**418.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[qazabcdef1111's solution](#)

**419.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[qazabcdef1111's solution](#)

**420.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[qazabcdef1111's solution](#)

**421.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[qazabcdef1111's solution](#)

**422.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[qazabcdef1111's solution](#)

**423.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qazabcdef1111's solution](#)

**424.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[qazabcdef1111's solution](#)

**425.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[qazabcdef1111's solution](#)

**426.**

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**427.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[qazabcdef1111's solution](#)

**428.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[qazabcdef1111's solution](#)

**429.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[qazabcdef1111's solution](#)

**430.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[qazabcdef1111's solution](#)

**431.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[qazabcdef1111's solution](#)

**432.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[qazabcdef1111's solution](#)

**433.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[qazabcdef1111's solution](#)

**434.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[qazabcdef1111's solution](#)

**435.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[qazabcdef1111's solution](#)

**436.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[qazabcdef1111's solution](#)

**437.**

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[qazabcdef1111's solution](#)

**438.**

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[qazabcdef1111's solution](#)

**439.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[qazabcdef1111's solution](#)

**440.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[qazabcdef1111's solution](#)

**441.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[qazabcdef1111's solution](#)

**442.**

2063F2

[Counting Is Not Fun \(Hard Version\) · Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[qazabcDEF1111's solution](#)

**443.**

2009G3

[Yunli's Subarray Queries \(extreme version\) · Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[qazabcDEF1111's solution](#)

**444.**

351D

[Jeff and Removing Periods · Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[qazabcDEF1111's solution](#)

**445.**

715C

[Digit Tree · Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[qazabcDEF1111's solution](#)

**446.**

1082F

[Speed Dial · Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, trees

[qazabcDEF1111's solution](#)

**447.**

1884E

[Hard Design · Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[qazabcDEF1111's solution](#)

**448.**

1626F

[A Random Code Problem · Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[qazabcDEF1111's solution](#)

**449.**

1635F

[Closest Pair · Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[qazabcDEF1111's solution](#)

**450.**

1976F

[Remove Bridges · Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[qazabcDEF1111's solution](#)

**451.**

1725I

[Imitating the Key Tree · Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, trees

[qazabcDEF1111's solution](#)

**452.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory

[qazabcdef1111's solution](#)

**453.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[qazabcdef1111's solution](#)

**454.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[qazabcdef1111's solution](#)

**455.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[qazabcdef1111's solution](#)

**456.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[qazabcdef1111's solution](#)

**457.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[qazabcdef1111's solution](#)

**458.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[qazabcdef1111's solution](#)

**459.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[qazabcdef1111's solution](#)

**460.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[qazabcdef1111's solution](#)

**461.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[qazabcdef1111's solution](#)

**462.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[qazabcdef1111's solution](#)

**463.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[qazabcdef1111's solution](#)

**464.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees

[qazabcdef1111's solution](#)

**465.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[qazabcdef1111's solution](#)

**466.**

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[qazabcdef1111's solution](#)

**467.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[qazabcdef1111's solution](#)

**468.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[qazabcdef1111's solution](#)

**469.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[qazabcdef1111's solution](#)

**470.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[qazabcdef1111's solution](#)

**471.**

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, trees

[qazabcdef1111's solution](#)

**472.**

1981F

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

Quality: 349 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[qazabcdef1111's solution](#)

**473.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[qazabcdef1111's solution](#)

**474.**

356E

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[qazabcdef1111's solution](#)

**475.**

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[qazabcdef1111's solution](#)

**476.**

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[qazabcdef1111's solution](#)

**477.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**478.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, shortest paths, strings

[qazabcdef1111's solution](#)

**479.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[qazabcdef1111's solution](#)

**480.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qazabcdef1111's solution](#)

**481.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[qazabcdef1111's solution](#)

**482.**

1785E

[Infinite Game](#) · [Tutorial](#)

Quality: 3100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, games

[qazabcdef1111's solution](#)

**483.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[qazabcdef1111's solution](#)

**484.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[qazabcdef1111's solution](#)

**485.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[qazabcdef1111's solution](#)

**486.**

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[qazabcdef1111's solution](#)

**487.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[qazabcdef1111's solution](#)

**488.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qazabcdef1111's solution](#)

**489.**

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[qazabcdef1111's solution](#)

**490.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[qazabcdef1111's solution](#)

**491.**

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[qazabcdef1111's solution](#)

**492.**

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qazabcdef1111's solution](#)

**493.**

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · last AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**494.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**495.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**496.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**497.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**498.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**499.**

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qazabcdef1111's solution](#)

**500.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, implementation

[qazabcdef1111's solution](#)

**501.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-10-05 · PHP (first AC) · Tags: \*special, expression parsing, strings

[qazabcdef1111's solution](#)

**502.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-10-05 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[gazabcdef1111's solution](#)