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Unique solved — sahil Singh177

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

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1.

1736A

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2.

1680A

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3.

2217A

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4.

2211A

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5.

2207A

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6.

2183A

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7.

2182B

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8.

2182A

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9.

2178A

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10.

2180B

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2180A

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12.

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13.

2157A

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14.

2163A

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15.

2164A

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16.

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17.

2154A

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18.

2153B

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19.

2153A

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20.

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2155A

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2152A

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23.

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2140A

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28.

2130A

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2128A

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2125A

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2122A

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33.

2126A

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34.

2124A

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35.

2119A

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36.

1957A

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37.

1935A

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38.

1862B

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39.

1862A

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42.

1856A

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43.

1849A

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45.

1851A

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46.

1853A

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47.

1847A

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48.

1741B

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49.

1741A

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50.

1692B

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51.

1692C

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52.

1692A

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977A

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54.

59A

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617A

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56.

546A

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57.

791A

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58.

266A

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59.

236A

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60.

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61.

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63.

263A

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64.

282A

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65.

158A

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66.

50A

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67.

231A

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68.

71A

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69.

4A

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70.

1676C

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71.

1676B

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72.

1676A

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73.

1679A

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74.

1869A

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75.

2169A

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Quality: 19,052 global accepts · Rating: 900 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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76.

2178B

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2157B

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78.

2140B

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79.

2136B

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81.

1856B

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82.

1401A

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83.

96A

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84.

1695B

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85.

2217B

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86.

2164B

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87.

2156B

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88.

2154B

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89.

2145B

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90.

2144B

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91.

2124B

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92.

1859B

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93.

1849B

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94.

1851C

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95.

69A

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96.

118A

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97.

1A

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98.

2211B

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Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
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99.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[sahilsingh177's solution](#)

100.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sahilsingh177's solution](#)

101.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[sahilsingh177's solution](#)

102.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[sahilsingh177's solution](#)

103.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sahilsingh177's solution](#)

104.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[sahilsingh177's solution](#)

105.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[sahilsingh177's solution](#)

106.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sahilsingh177's solution](#)

107.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sahilsingh177's solution](#)

108.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[sahilsingh177's solution](#)

109.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[sahilsingh177's solution](#)

110.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sahilsingh177's solution](#)

111.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[sahilsingh177's solution](#)

112.

2182C

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

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[sahilsingh177's solution](#)

113.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[sahilsingh177's solution](#)

114.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sahilsingh177's solution](#)

115.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[sahilsingh177's solution](#)

116.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[sahilsingh177's solution](#)

117.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sahilsingh177's solution](#)

118.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[sahilsingh177's solution](#)

119.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[sahilsingh177's solution](#)

120.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[sahilsingh177's solution](#)

121.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[sahilsingh177's solution](#)

122.

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[sahilsingh177's solution](#)

123.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,421 global accepts · Rating: 1300 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[sahilsingh177's solution](#)

124.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[sahilsingh177's solution](#)

125.

330B

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

Quality: 19,386 global accepts · Rating: 1300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[sahilsingh177's solution](#)

126.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sahilsingh177's solution](#)

127.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[sahilsingh177's solution](#)

128.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[sahilsingh177's solution](#)

129.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sahilsingh177's solution](#)

130.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[sahilsingh177's solution](#)

131.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[sahilsingh177's solution](#)

132.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[sahilsingh177's solution](#)

133.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[sahilsingh177's solution](#)

134.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[sahilsingh177's solution](#)

135.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[sahilsingh177's solution](#)

136.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sahilsingh177's solution](#)

137.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[sahilsingh177's solution](#)

138.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · last AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[sahilsingh177's solution](#)

139.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,283 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sahilsingh177's solution](#)

140.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[sahilsingh177's solution](#)

141.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[sahilsingh177's solution](#)

142.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sahilsingh177's solution](#)

143.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings, two pointers

[sahilsingh177's solution](#)

144.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math

[sahilsingh177's solution](#)

145.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[sahilsingh177's solution](#)

146.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[sahilsingh177's solution](#)

147.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[sahilsingh177's solution](#)

148.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[sahilsingh177's solution](#)

149.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[sahilsingh177's solution](#)

150.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[sahilsingh177's solution](#)

151.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[sahilsingh177's solution](#)

152.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[sahilsingh177's solution](#)

153.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 1400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[sahilsingh177's solution](#)

154.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[sahilsingh177's solution](#)

155.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2025-06-10 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[sahilsingh177's solution](#)

156.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[sahilsingh177's solution](#)

157.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[sahilsingh177's solution](#)

158.

1883G1

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

Quality: 19,546 global accepts · Rating: 1400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[sahilsingh177's solution](#)

159.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[sahilsingh177's solution](#)

160.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[sahilsingh177's solution](#)

161.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[sahilsingh177's solution](#)

162.

1931E

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

Quality: 25,725 global accepts · Rating: 1400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[sahilsingh177's solution](#)

163.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[sahilsingh177's solution](#)

164.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,006 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[sahilsingh177's solution](#)

165.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math
[sahilsingh177's solution](#)

166.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[sahilsingh177's solution](#)

167.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[sahilsingh177's solution](#)

168.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[sahilsingh177's solution](#)

169.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[sahilsingh177's solution](#)

170.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[sahilsingh177's solution](#)

171.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[sahilsingh177's solution](#)

172.

2153C

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

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[sahilsingh177's solution](#)

173.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sahilsingh177's solution](#)

174.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[sahilsingh177's solution](#)

175.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[sahilsingh177's solution](#)

176.

204B

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

Quality: 5,908 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[sahilsingh177's solution](#)

177.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[sahilsingh177's solution](#)

178.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[sahilsingh177's solution](#)

179.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[sahilsingh177's solution](#)

180.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[sahilsingh177's solution](#)

181.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games

[sahilsingh177's solution](#)

182.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[sahilsingh177's solution](#)

183.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[sahilsingh177's solution](#)

184.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[sahilsingh177's solution](#)

185.

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[sahilsingh177's solution](#)

186.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[sahilsingh177's solution](#)

187.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sahilsingh177's solution](#)

188.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[sahilsingh177's solution](#)

189.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[sahilsingh177's solution](#)

190.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[sahilsingh177's solution](#)

191.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[sahilsingh177's solution](#)

192.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sahilsingh177's solution](#)

193.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[sahilsingh177's solution](#)

194.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sahilsingh177's solution](#)

195.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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196.

2161B

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Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sahilsingh177's solution](#)

197.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[sahilsingh177's solution](#)

198.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
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199.

2211C2

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Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[sahilsingh177's solution](#)

200.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[sahilsingh177's solution](#)

201.

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[sahilsingh177's solution](#)

202.

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[sahilsingh177's solution](#)

203.

1846E2

[Rudolf and Snowflakes \(hard version\) · Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math
[sahilsingh177's solution](#)

204.

1845D

[Rating System · Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[sahilsingh177's solution](#)

205.

1793D

[Moscow Gorillas · Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[sahilsingh177's solution](#)

206.

1805D

[A Wide, Wide Graph · Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[sahilsingh177's solution](#)

207.

2182E

[New Year's Gifts · Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[sahilsingh177's solution](#)

208.

1981C

[Turtle and an Incomplete Sequence · Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy, implementation, math

[sahilsingh177's solution](#)

209.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[sahilsingh177's solution](#)

210.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sahilsingh177's solution](#)

211.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[sahilsingh177's solution](#)

212.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[sahilsingh177's solution](#)

213.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[sahilsingh177's solution](#)

214.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[sahilsingh177's solution](#)

215.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[sahilsingh177's solution](#)

216.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[sahilsingh177's solution](#)

217.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[sahilsingh177's solution](#)

218.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sahilsingh177's solution](#)

219.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[sahilsingh177's solution](#)

220.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[sahilsingh177's solution](#)

221.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[sahilsingh177's solution](#)

222.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[sahilsingh177's solution](#)

223.

2130E1

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

Rating: 1900 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[sahilsingh177's solution](#)

224.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[sahilsingh177's solution](#)

225.

2217D

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

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[sahilsingh177's solution](#)

226.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[sahilsingh177's solution](#)

227.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[sahilsingh177's solution](#)

228.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[sahilsingh177's solution](#)

229.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, number theory

[sahilsingh177's solution](#)

230.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[sahilsingh177's solution](#)

231.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[sahilsingh177's solution](#)

232.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[sahilsingh177's solution](#)

233.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[sahilsingh177's solution](#)

234.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[sahilsingh177's solution](#)

235.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sahilsingh177's solution](#)

236.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[sahilsingh177's solution](#)

237.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sahilsingh177's solution](#)

238.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[sahilsingh177's solution](#)

239.

2130E2

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

Rating: 2000 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings
[sahilsingh177's solution](#)

240.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[sahilsingh177's solution](#)

241.

2217E

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

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[sahilsingh177's solution](#)

242.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[sahilsingh177's solution](#)

243.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[sahilsingh177's solution](#)

244.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[sahilsingh177's solution](#)

245.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
[sahilsingh177's solution](#)

246.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[sahilsingh177's solution](#)

247.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[sahilsingh177's solution](#)

248.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[sahilsingh177's solution](#)

249.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[sahilsingh177's solution](#)

250.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[sahilsingh177's solution](#)

251.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[sahilsingh177's solution](#)

252.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[sahilsingh177's solution](#)

253.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2100 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[sahilsingh177's solution](#)

254.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[sahilsingh177's solution](#)

255.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[sahilsingh177's solution](#)

256.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[sahilsingh177's solution](#)

257.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[sahilsingh177's solution](#)

258.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[sahilsingh177's solution](#)

259.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-01 · last AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[sahilsingh177's solution](#)

260.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[sahilsingh177's solution](#)

261.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
[sahilsingh177's solution](#)

262.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[sahilsingh177's solution](#)

263.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sahilsingh177's solution](#)

264.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[sahilsingh177's solution](#)

265.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[sahilsingh177's solution](#)

266.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[sahilsingh177's solution](#)

267.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp
[sahilsingh177's solution](#)

268.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
[sahilsingh177's solution](#)

269.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[sahilsingh177's solution](#)

270.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[sahilsingh177's solution](#)

271.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[sahilsingh177's solution](#)

272.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[sahilsingh177's solution](#)

273.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[sahilsingh177's solution](#)

274.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[sahilsingh177's solution](#)

275.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[sahilsingh177's solution](#)

276.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[sahilsingh177's solution](#)

277.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[sahilsingh177's solution](#)

278.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[sahilsingh177's solution](#)

279.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[sahilsingh177's solution](#)

280.

2130E3

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

Rating: 2300 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[sahilsingh177's solution](#)

281.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[sahilsingh177's solution](#)

282.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[sahilsingh177's solution](#)

283.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[sahilsingh177's solution](#)

284.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[sahilsingh177's solution](#)

285.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[sahilsingh177's solution](#)

286.

600E

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Quality: 18,403 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

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287.

1009F

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288.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

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289.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

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290.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp,

greedy, math

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291.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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292.

1436E

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

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

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293.

2195H

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Quality: 465 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

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294.

2211F

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

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

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295.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[sahilsingh177's solution](#)

296.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[sahilsingh177's solution](#)

297.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[sahilsingh177's solution](#)

298.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[sahilsingh177's solution](#)

299.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[sahilsingh177's solution](#)

300.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[sahilsingh177's solution](#)

301.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[sahilsingh177's solution](#)

302.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[sahilsingh177's solution](#)

303.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[sahilsingh177's solution](#)

304.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[sahilsingh177's solution](#)

305.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[sahilsingh177's solution](#)

306.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[sahilsingh177's solution](#)

307.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sahilsingh177's solution](#)

308.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[sahilsingh177's solution](#)

309.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[sahilsingh177's solution](#)

310.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive,

math, number theory, trees

[sahilsingh177's solution](#)

311.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[sahilsingh177's solution](#)

312.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[sahilsingh177's solution](#)

313.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[sahilsingh177's solution](#)

314.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[sahilsingh177's solution](#)

315.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[sahilsingh177's solution](#)

316.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[sahilsingh177's solution](#)

317.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[sahilsingh177's solution](#)

318.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[sahilsingh177's solution](#)

319.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[sahilsingh177's solution](#)

320.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[sahilsingh177's solution](#)

321.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[sahilsingh177's solution](#)

322.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities
[sahilsingh177's solution](#)

323.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[sahilsingh177's solution](#)

324.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[sahilsingh177's solution](#)

325.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees
[sahilsingh177's solution](#)

326.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[sahilsingh177's solution](#)

327.

2211G

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

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[sahilsingh177's solution](#)

328.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[sahilsingh177's solution](#)

329.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[sahilsingh177's solution](#)

330.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[sahilsingh177's solution](#)

331.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sahilsingh177's solution](#)

332.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[sahilsingh177's solution](#)

333.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[sahilsingh177's solution](#)

334.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[sahilsingh177's solution](#)

335.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[sahilsingh177's solution](#)

336.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[sahilsingh177's solution](#)

337.

2219B2

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

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sahilsingh177's solution](#)

338.

2219B1

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

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[sahilsingh177's solution](#)

339.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[sahilsingh177's solution](#)

340.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[sahilsingh177's solution](#)