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Unique solved — same0620

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

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1.

2218A

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2.

2218B

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3.

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4.

2211A

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5.

2207A

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6.

2203A

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7.

2192A

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8.

2194A

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9.

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10.

2189A

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11.

2182B

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12.

1929B

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13.

1929A

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14.

1820A

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16.

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17.

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18.

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19.

1792A

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20.

1762A

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1788A

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1763A

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1740B

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1740A

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1754A

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27.

1720B

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1719B

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1719A

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30.

1712B

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31.

1712A

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1714B

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34.

1704A

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36.

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38.

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39.

1676B

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1676A

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41.

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42.

1669C

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43.

1669B

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44.

1669A

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47.

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48.

1582A

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49.

1557A

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50.

1567A

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53.

1651A

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1650A

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1622A

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58.

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1635B

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63.

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64.

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66.

1623A

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67.

1634A

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1614A

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69.

1591A

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70.

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71.

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1633B

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73.

1633A

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74.

1627A

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75.

1620A

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76.

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77.

1611B

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78.

1611A

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79.

1618B

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80.

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82.

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83.

1619A

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84.

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87.

1714A

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88.

1696B

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89.

1666D

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90.

1582B

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91.

1650B

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92.

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93.

1609A

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94.

1591B

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95.

1607B

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96.

1624B

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97.

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98.

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99.

2194B

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100.

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101.

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[same0620's solution](#)

102.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[same0620's solution](#)

103.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[same0620's solution](#)

104.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[same0620's solution](#)

105.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[same0620's solution](#)

106.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[same0620's solution](#)

107.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[same0620's solution](#)

108.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[same0620's solution](#)

109.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[same0620's solution](#)

110.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[same0620's solution](#)

111.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[same0620's solution](#)

112.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[same0620's solution](#)

113.

2211B

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

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[same0620's solution](#)

114.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[same0620's solution](#)

115.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[same0620's solution](#)

116.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[same0620's solution](#)

117.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[same0620's solution](#)

118.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[same0620's solution](#)

119.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[same0620's solution](#)

120.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[same0620's solution](#)

121.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[same0620's solution](#)

122.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[same0620's solution](#)

123.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,070 global accepts · Rating: 1100 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[same0620's solution](#)

124.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,618 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[same0620's solution](#)

125.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[same0620's solution](#)

126.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[same0620's solution](#)

127.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[same0620's solution](#)

128.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[same0620's solution](#)

129.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[same0620's solution](#)

130.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[same0620's solution](#)

131.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[same0620's solution](#)

132.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[same0620's solution](#)

133.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[same0620's solution](#)

134.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[same0620's solution](#)

135.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[same0620's solution](#)

136.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[same0620's solution](#)

137.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph

matchings, greedy, math

[same0620's solution](#)

138.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[same0620's solution](#)

139.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[same0620's solution](#)

140.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[same0620's solution](#)

141.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[same0620's solution](#)

142.

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[same0620's solution](#)

143.

1720C

[Corners](#) · [Tutorial](#)

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

[same0620's solution](#)

144.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[same0620's solution](#)

145.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[same0620's solution](#)

146.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[same0620's solution](#)

147.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[same0620's solution](#)

148.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[same0620's solution](#)

149.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[same0620's solution](#)

150.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[same0620's solution](#)

151.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[same0620's solution](#)

152.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[same0620's solution](#)

153.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[same0620's solution](#)

154.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[same0620's solution](#)

155.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[same0620's solution](#)

156.

2211C1

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

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[same0620's solution](#)

157.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[same0620's solution](#)

158.

2201A1

[Lost Civilization \(Easy Version\) · Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[same0620's solution](#)

159.

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

[same0620's solution](#)

160.

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

[same0620's solution](#)

161.

2188C

[Restricted Sorting · Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[same0620's solution](#)

162.

2189C1

[XOR Convenience \(Easy Version\) · Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[same0620's solution](#)

163.

2176C

[Odd Process · Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[same0620's solution](#)

164.

1788C

[Matching Numbers · Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[same0620's solution](#)

165.

1754C1

[Make Nonzero Sum \(easy version\) · Tutorial](#)

Rating: 1300 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[same0620's solution](#)

166.

1669H

[Maximal AND · Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[same0620's solution](#)

167.

1668C

[Make it Increasing · Tutorial](#)

Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[same0620's solution](#)

168.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[same0620's solution](#)

169.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[same0620's solution](#)

170.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,696 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[same0620's solution](#)

171.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[same0620's solution](#)

172.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[same0620's solution](#)

173.

1591C

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

Rating: 1300 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[same0620's solution](#)

174.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[same0620's solution](#)

175.

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[same0620's solution](#)

176.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[same0620's solution](#)

177.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[same0620's solution](#)

178.

1800E1

[Unforgivable Curse \(easy version\) · Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[same0620's solution](#)

179.

1762C

[Binary Strings are Fun · Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[same0620's solution](#)

180.

1740C

[Bricks and Bags · Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[same0620's solution](#)

181.

1719C

[Fighting Tournament · Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[same0620's solution](#)

182.

1714E

[Add Modulo 10 · Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[same0620's solution](#)

183.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[same0620's solution](#)

184.

1701C

[Schedule Management · Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[same0620's solution](#)

185.

1649C

[Weird Sum · Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[same0620's solution](#)

186.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[same0620's solution](#)

187.

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[same0620's solution](#)

188.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,265 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[same0620's solution](#)

189.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[same0620's solution](#)

190.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[same0620's solution](#)

191.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[same0620's solution](#)

192.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[same0620's solution](#)

193.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[same0620's solution](#)

194.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[same0620's solution](#)

195.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[same0620's solution](#)

196.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[same0620's solution](#)

197.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive

algorithms, dp, math

[same0620's solution](#)

198.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[same0620's solution](#)

199.

2207B

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

Quality: 5,807 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[same0620's solution](#)

200.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[same0620's solution](#)

201.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[same0620's solution](#)

202.

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[same0620's solution](#)

203.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[same0620's solution](#)

204.

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[same0620's solution](#)

205.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[same0620's solution](#)

206.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[same0620's solution](#)

207.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[same0620's solution](#)

208.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[same0620's solution](#)

209.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[same0620's solution](#)

210.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[same0620's solution](#)

211.

2201B

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

Quality: 4,952 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[same0620's solution](#)

212.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[same0620's solution](#)

213.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[same0620's solution](#)

214.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[same0620's solution](#)

215.

632C

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

Quality: 10,430 global accepts · Rating: 1700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[same0620's solution](#)

216.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[same0620's solution](#)

217.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[same0620's solution](#)

218.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[same0620's solution](#)

219.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[same0620's solution](#)

220.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[same0620's solution](#)

221.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[same0620's solution](#)

222.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,618 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[same0620's solution](#)

223.

2211C2

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

Quality: 3,673 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[same0620's solution](#)

224.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees
[same0620's solution](#)

225.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[same0620's solution](#)

226.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[same0620's solution](#)

227.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[same0620's solution](#)

228.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[same0620's solution](#)

229.

1176D

[Recover it! · Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[same0620's solution](#)

230.

1649D

[Integral Array · Tutorial](#)

Rating: 1800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[same0620's solution](#)

231.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[same0620's solution](#)

232.

2211D

[AND-array · Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[same0620's solution](#)

233.

2180C

[XOR-factorization · Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[same0620's solution](#)

234.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[same0620's solution](#)

235.

1800F

[Dasha and Nightmares · Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[same0620's solution](#)

236.

1704D

[Magical Array · Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[same0620's solution](#)

237.

1701D

[Permutation Restoration · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[same0620's solution](#)

238.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[same0620's solution](#)

239.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math
[same0620's solution](#)

240.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[same0620's solution](#)

241.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[same0620's solution](#)

242.

1591D

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

Rating: 1900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[same0620's solution](#)

243.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[same0620's solution](#)

244.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[same0620's solution](#)

245.

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
[same0620's solution](#)

246.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[same0620's solution](#)

247.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[same0620's solution](#)

248.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[same0620's solution](#)

249.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[same0620's solution](#)

250.

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[same0620's solution](#)

251.

2192E

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

Quality: 2,079 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

[same0620's solution](#)

252.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-07-06 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[same0620's solution](#)

253.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[same0620's solution](#)

254.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[same0620's solution](#)

255.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[same0620's solution](#)

256.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[same0620's solution](#)

257.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[same0620's solution](#)

258.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[same0620's solution](#)

259.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[same0620's solution](#)

260.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[same0620's solution](#)

261.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[same0620's solution](#)

262.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[same0620's solution](#)

263.

104015L

[RBS](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[same0620's solution](#)

264.

104015K

[Staircases](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[same0620's solution](#)

265.

104015G

[Training Session](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[same0620's solution](#)

266.

104015H

[Colored Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[same0620's solution](#)

267.

104015J

[Replacing Letters](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[same0620's solution](#)

268.

104015D

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

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

269.

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

270.

104015F

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[same0620's solution](#)

271.

104015E

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

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

272.

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[same0620's solution](#)

273.

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

274.

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

275.

104285H

[Heritage in the PCCA Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

276.

104285I

[Interval Cover](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[same0620's solution](#)

277.

104285K

[K-restricted Induced Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

278.

104285F

[Formidable Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

279.

104285G

[Genetic Sequence Searching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

280.

104285M

[Mini Factorization Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

281.

104285J

[Jewelry Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[same0620's solution](#)

282.

104285E

[Exterior](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

283.

104285D

[Duo of Magicians](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

284.

104285B

[Buying Mascots](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

285.

104285N

[Nancy's Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)

286.

104285A

[ATCG](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[same0620's solution](#)