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# Unique solved — sheep32768

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

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Count: 624

- 1.**  
2207A  
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Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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- 2.**  
2200B  
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- 3.**  
2200A  
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Quality: 28,116 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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- 4.**  
2130A  
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Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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- 5.**  
2051B  
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Quality: 39,757 global accepts · Rating: 800 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
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- 6.**  
2051A  
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- 7.**  
2053A  
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Quality: 21,260 global accepts · Rating: 800 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
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- 8.**  
2104A  
[Three Decks](#) · [Tutorial](#)  
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- 9.**  
2047A  
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**10.**

2106A

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Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**11.**

2044C

[Hard Problem](#) · [Tutorial](#)

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**12.**

2044B

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Quality: 51,974 global accepts · Rating: 800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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**13.**

2044A

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Quality: 61,211 global accepts · Rating: 800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
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**14.**

2103A

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**15.**

2060A

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2061A

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**17.**

2096A

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Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**18.**

2059A

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**19.**

2065A

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**20.**

2065B

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**21.**

1270A

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**22.**

2084A

[Max and Mod](#) · [Tutorial](#)

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**23.**

2004A

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**24.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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**25.**

2094A

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**26.**

2025A

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Quality: 28,571 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

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**27.**

2014A

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**28.**

2014B

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**29.**

2009B

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Quality: 53,225 global accepts · Rating: 800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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**30.**

2009A

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Quality: 72,959 global accepts · Rating: 800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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**31.**

2072A

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Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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**32.**

2091B

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**33.**

2091A

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**34.**

2090A

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2074A

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**37.**

2074B

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**38.**

2075A

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**39.**

2071A

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**40.**

2078A

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**41.**

2070A

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**42.**

2069A

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**43.**

2064A

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**44.**

2062A

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**45.**

2063A

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Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
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**46.**

2055A

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**47.**

2057A

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Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**48.**

2043A

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Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**49.**

2038J

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Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**50.**

2038N

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Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**51.**

2030B

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**52.**

2030A

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Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**53.**

2019A

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**54.**

1878B

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**55.**

2003B

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**56.**

2003A

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**57.**

1998A

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**58.**

1995A

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**59.**

1916A

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**60.**

1905A

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**61.**

1900A

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**62.**

1799A

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**63.**

939A

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**64.**

1598A

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**65.**

996A

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**66.**

1829B

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**67.**

1858A

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Quality: 66,339 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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**68.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

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**69.**

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**70.**

1805B

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Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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**71.**

1805A

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Quality: 41,926 global accepts · Rating: 800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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**72.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

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**73.**

1853A

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**74.**

1847A

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**75.**

1859A

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**76.**

2200C

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**77.**

2102B

[The Picky Cat](#) · [Tutorial](#)

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**78.**

2102A

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**79.**

2047B

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**80.**

2106B

[St. Chroma](#) · [Tutorial](#)

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**81.**

1555A

[PizzaForces](#) · [Tutorial](#)

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**82.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

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**83.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

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**84.**

2026A

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**85.**

2072B

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**86.**

2085A

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Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**87.**

2062B

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**88.**

2005A

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Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
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**89.**

1990A

[Submission Bait](#) · [Tutorial](#)

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**90.**

1973A

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**91.**

1057A

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**92.**

1875A

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**93.**

1860A

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**94.**

1107A

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Quality: 12,773 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
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**95.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[sheep32768's solution](#)

**96.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[sheep32768's solution](#)

**97.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[sheep32768's solution](#)

**98.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[sheep32768's solution](#)

**99.**

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sheep32768's solution](#)

**100.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[sheep32768's solution](#)

**101.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[sheep32768's solution](#)

**102.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[sheep32768's solution](#)

**103.**

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[sheep32768's solution](#)

**104.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[sheep32768's solution](#)

**105.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[sheep32768's solution](#)

**106.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[sheep32768's solution](#)

**107.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[sheep32768's solution](#)

**108.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[sheep32768's solution](#)

**109.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[sheep32768's solution](#)

**110.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[sheep32768's solution](#)

**111.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[sheep32768's solution](#)

**112.**

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[sheep32768's solution](#)

**113.**

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[sheep32768's solution](#)

**114.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[sheep32768's solution](#)

**115.**

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[sheep32768's solution](#)

**116.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[sheep32768's solution](#)

**117.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers  
[sheep32768's solution](#)

**118.**

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[sheep32768's solution](#)

**119.**

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[sheep32768's solution](#)

**120.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math  
[sheep32768's solution](#)

**121.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[sheep32768's solution](#)

**122.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[sheep32768's solution](#)

**123.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[sheep32768's solution](#)

**124.**

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[sheep32768's solution](#)

**125.**

2060D

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

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[sheep32768's solution](#)

**126.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[sheep32768's solution](#)

**127.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[sheep32768's solution](#)

**128.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy  
[sheep32768's solution](#)

**129.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[sheep32768's solution](#)

**130.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[sheep32768's solution](#)

**131.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers  
[sheep32768's solution](#)

**132.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[sheep32768's solution](#)

**133.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[sheep32768's solution](#)

**134.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[sheep32768's solution](#)

**135.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[sheep32768's solution](#)

**136.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[sheep32768's solution](#)

**137.**

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[sheep32768's solution](#)

**138.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[sheep32768's solution](#)

**139.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[sheep32768's solution](#)

**140.**

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[sheep32768's solution](#)

**141.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sheep32768's solution](#)

**142.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[sheep32768's solution](#)

**143.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[sheep32768's solution](#)

**144.**

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[sheep32768's solution](#)

**145.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[sheep32768's solution](#)

**146.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[sheep32768's solution](#)

**147.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[sheep32768's solution](#)

**148.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,893 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[sheep32768's solution](#)

**149.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sheep32768's solution](#)

**150.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[sheep32768's solution](#)

**151.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[sheep32768's solution](#)

**152.**

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[sheep32768's solution](#)

**153.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[sheep32768's solution](#)

**154.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[sheep32768's solution](#)

**155.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[sheep32768's solution](#)

**156.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[sheep32768's solution](#)

**157.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[sheep32768's solution](#)

**158.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sheep32768's solution](#)

**159.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[sheep32768's solution](#)

**160.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[sheep32768's solution](#)

**161.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sheep32768's solution](#)

**162.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[sheep32768's solution](#)

**163.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[sheep32768's solution](#)

**164.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[sheep32768's solution](#)

**165.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[sheep32768's solution](#)

**166.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[sheep32768's solution](#)

**167.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[sheep32768's solution](#)

**168.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[sheep32768's solution](#)

**169.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sheep32768's solution](#)

**170.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[sheep32768's solution](#)

**171.**

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sheep32768's solution](#)

**172.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[sheep32768's solution](#)

**173.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[sheep32768's solution](#)

**174.**

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[sheep32768's solution](#)

**175.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
[sheep32768's solution](#)

**176.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[sheep32768's solution](#)

**177.**

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[sheep32768's solution](#)

**178.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[sheep32768's solution](#)

**179.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation  
[sheep32768's solution](#)

**180.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[sheep32768's solution](#)

**181.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[sheep32768's solution](#)

**182.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math  
[sheep32768's solution](#)

**183.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[sheep32768's solution](#)

**184.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[sheep32768's solution](#)

**185.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

implementation, sortings, two pointers

[sheep32768's solution](#)

**186.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[sheep32768's solution](#)

**187.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[sheep32768's solution](#)

**188.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sheep32768's solution](#)

**189.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[sheep32768's solution](#)

**190.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[sheep32768's solution](#)

**191.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[sheep32768's solution](#)

**192.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[sheep32768's solution](#)

**193.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[sheep32768's solution](#)

**194.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[sheep32768's solution](#)

**195.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, math  
[sheep32768's solution](#)

**196.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[sheep32768's solution](#)

**197.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[sheep32768's solution](#)

**198.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[sheep32768's solution](#)

**199.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[sheep32768's solution](#)

**200.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[sheep32768's solution](#)

**201.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation  
[sheep32768's solution](#)

**202.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees  
[sheep32768's solution](#)

**203.**

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[sheep32768's solution](#)

**204.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[sheep32768's solution](#)

**205.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[sheep32768's solution](#)

**206.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[sheep32768's solution](#)

**207.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[sheep32768's solution](#)

**208.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[sheep32768's solution](#)

**209.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[sheep32768's solution](#)

**210.**

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[sheep32768's solution](#)

**211.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[sheep32768's solution](#)

**212.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[sheep32768's solution](#)

**213.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[sheep32768's solution](#)

**214.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[sheep32768's solution](#)

**215.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[sheep32768's solution](#)

**216.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[sheep32768's solution](#)

**217.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[sheep32768's solution](#)

**218.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[sheep32768's solution](#)

**219.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[sheep32768's solution](#)

**220.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[sheep32768's solution](#)

**221.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[sheep32768's solution](#)

**222.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[sheep32768's solution](#)

**223.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[sheep32768's solution](#)

**224.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[sheep32768's solution](#)

**225.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[sheep32768's solution](#)

**226.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[sheep32768's solution](#)

**227.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[sheep32768's solution](#)

**228.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[sheep32768's solution](#)

**229.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[sheep32768's solution](#)

**230.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[sheep32768's solution](#)

**231.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[sheep32768's solution](#)

**232.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[sheep32768's solution](#)

**233.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[sheep32768's solution](#)

**234.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[sheep32768's solution](#)

**235.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[sheep32768's solution](#)

**236.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[sheep32768's solution](#)

**237.**

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[sheep32768's solution](#)

**238.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[sheep32768's solution](#)

**239.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[sheep32768's solution](#)

**240.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[sheep32768's solution](#)

**241.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[sheep32768's solution](#)

**242.**

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[sheep32768's solution](#)

**243.**

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[sheep32768's solution](#)

**244.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[sheep32768's solution](#)

**245.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[sheep32768's solution](#)

**246.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[sheep32768's solution](#)

**247.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs  
[sheep32768's solution](#)

**248.**

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[sheep32768's solution](#)

**249.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[sheep32768's solution](#)

**250.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[sheep32768's solution](#)

**251.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths  
[sheep32768's solution](#)

**252.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[sheep32768's solution](#)

**253.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[sheep32768's solution](#)

**254.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[sheep32768's solution](#)

**255.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings  
[sheep32768's solution](#)

**256.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[sheep32768's solution](#)

**257.**

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[sheep32768's solution](#)

**258.**

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math  
[sheep32768's solution](#)

**259.**

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[sheep32768's solution](#)

**260.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[sheep32768's solution](#)

**261.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[sheep32768's solution](#)

**262.**

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[sheep32768's solution](#)

**263.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[sheep32768's solution](#)

**264.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
[sheep32768's solution](#)

**265.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy  
[sheep32768's solution](#)

**266.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[sheep32768's solution](#)

**267.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[sheep32768's solution](#)

**268.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
[sheep32768's solution](#)

**269.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, two pointers  
[sheep32768's solution](#)

**270.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[sheep32768's solution](#)

**271.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[sheep32768's solution](#)

**272.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[sheep32768's solution](#)

**273.**

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[sheep32768's solution](#)

**274.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[sheep32768's solution](#)

**275.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[sheep32768's solution](#)

**276.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[sheep32768's solution](#)

**277.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[sheep32768's solution](#)

**278.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[sheep32768's solution](#)

**279.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[sheep32768's solution](#)

**280.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[sheep32768's solution](#)

**281.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[sheep32768's solution](#)

**282.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[sheep32768's solution](#)

**283.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[sheep32768's solution](#)

**284.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[sheep32768's solution](#)

**285.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[sheep32768's solution](#)

**286.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[sheep32768's solution](#)

**287.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[sheep32768's solution](#)

**288.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[sheep32768's solution](#)

**289.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[sheep32768's solution](#)

**290.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[sheep32768's solution](#)

**291.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation  
[sheep32768's solution](#)

**292.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[sheep32768's solution](#)

**293.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[sheep32768's solution](#)

**294.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[sheep32768's solution](#)

**295.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees  
[sheep32768's solution](#)

**296.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math  
[sheep32768's solution](#)

**297.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings  
[sheep32768's solution](#)

**298.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math  
[sheep32768's solution](#)

**299.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory  
[sheep32768's solution](#)

**300.**

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[sheep32768's solution](#)

**301.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees  
[sheep32768's solution](#)

**302.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[sheep32768's solution](#)

**303.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
[sheep32768's solution](#)

**304.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees  
[sheep32768's solution](#)

**305.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation  
[sheep32768's solution](#)

**306.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[sheep32768's solution](#)

### 307.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
[sheep32768's solution](#)

### 308.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[sheep32768's solution](#)

### 309.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers  
[sheep32768's solution](#)

### 310.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[sheep32768's solution](#)

### 311.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[sheep32768's solution](#)

### 312.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[sheep32768's solution](#)

### 313.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2023-07-14 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[sheep32768's solution](#)

### 314.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings  
[sheep32768's solution](#)

### 315.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[sheep32768's solution](#)

### 316.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[sheep32768's solution](#)

**317.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[sheep32768's solution](#)

**318.**

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[sheep32768's solution](#)

**319.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[sheep32768's solution](#)

**320.**

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[sheep32768's solution](#)

**321.**

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[sheep32768's solution](#)

**322.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[sheep32768's solution](#)

**323.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[sheep32768's solution](#)

**324.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[sheep32768's solution](#)

**325.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[sheep32768's solution](#)

**326.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[sheep32768's solution](#)

**327.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory  
[sheep32768's solution](#)

**328.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[sheep32768's solution](#)

**329.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[sheep32768's solution](#)

**330.**

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[sheep32768's solution](#)

**331.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
[sheep32768's solution](#)

**332.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory  
[sheep32768's solution](#)

**333.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[sheep32768's solution](#)

**334.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[sheep32768's solution](#)

**335.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[sheep32768's solution](#)

**336.**

1805D

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

Quality: 9,001 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[sheep32768's solution](#)

**337.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[sheep32768's solution](#)

**338.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[sheep32768's solution](#)

**339.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy  
[sheep32768's solution](#)

**340.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[sheep32768's solution](#)

**341.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees  
[sheep32768's solution](#)

**342.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math  
[sheep32768's solution](#)

**343.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths  
[sheep32768's solution](#)

**344.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings  
[sheep32768's solution](#)

**345.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[sheep32768's solution](#)

**346.**

2014H

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

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[sheep32768's solution](#)

**347.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[sheep32768's solution](#)

**348.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[sheep32768's solution](#)

**349.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[sheep32768's solution](#)

**350.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[sheep32768's solution](#)

**351.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[sheep32768's solution](#)

**352.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[sheep32768's solution](#)

**353.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[sheep32768's solution](#)

**354.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[sheep32768's solution](#)

**355.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[sheep32768's solution](#)

**356.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[sheep32768's solution](#)

**357.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2023-08-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[sheep32768's solution](#)

**358.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[sheep32768's solution](#)

**359.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[sheep32768's solution](#)

**360.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[sheep32768's solution](#)

**361.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[sheep32768's solution](#)

**362.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[sheep32768's solution](#)

**363.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[sheep32768's solution](#)

**364.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[sheep32768's solution](#)

**365.**

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[sheep32768's solution](#)

**366.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[sheep32768's solution](#)

**367.**

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers  
[sheep32768's solution](#)

**368.**

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[sheep32768's solution](#)

**369.**

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[sheep32768's solution](#)

**370.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[sheep32768's solution](#)

**371.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy  
[sheep32768's solution](#)

**372.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy  
[sheep32768's solution](#)

**373.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[sheep32768's solution](#)

**374.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math  
[sheep32768's solution](#)

**375.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees  
[sheep32768's solution](#)

**376.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[sheep32768's solution](#)

**377.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[sheep32768's solution](#)

**378.**

514C

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

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[sheep32768's solution](#)

**379.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[sheep32768's solution](#)

**380.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[sheep32768's solution](#)

**381.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sheep32768's solution](#)

**382.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[sheep32768's solution](#)

**383.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[sheep32768's solution](#)

**384.**

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sheep32768's solution](#)

**385.**

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, math

[sheep32768's solution](#)

**386.**

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[sheep32768's solution](#)

**387.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[sheep32768's solution](#)

**388.**

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, implementation  
[sheep32768's solution](#)

**389.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers  
[sheep32768's solution](#)

**390.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory  
[sheep32768's solution](#)

**391.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[sheep32768's solution](#)

**392.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry  
[sheep32768's solution](#)

**393.**

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[sheep32768's solution](#)

**394.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings  
[sheep32768's solution](#)

**395.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation  
[sheep32768's solution](#)

**396.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[sheep32768's solution](#)

**397.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[sheep32768's solution](#)

**398.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[sheep32768's solution](#)

**399.**

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[sheep32768's solution](#)

**400.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[sheep32768's solution](#)

**401.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[sheep32768's solution](#)

**402.**

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[sheep32768's solution](#)

**403.**

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[sheep32768's solution](#)

**404.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[sheep32768's solution](#)

**405.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[sheep32768's solution](#)

**406.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[sheep32768's solution](#)

**407.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[sheep32768's solution](#)

**408.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[sheep32768's solution](#)

**409.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[sheep32768's solution](#)

**410.**

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[sheep32768's solution](#)

**411.**

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[sheep32768's solution](#)

**412.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-04-16 · last AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[sheep32768's solution](#)

**413.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[sheep32768's solution](#)

**414.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[sheep32768's solution](#)

**415.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[sheep32768's solution](#)

**416.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[sheep32768's solution](#)

**417.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sheep32768's solution](#)

**418.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[sheep32768's solution](#)

**419.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[sheep32768's solution](#)

**420.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[sheep32768's solution](#)

**421.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[sheep32768's solution](#)

**422.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[sheep32768's solution](#)

**423.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[sheep32768's solution](#)

**424.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[sheep32768's solution](#)

**425.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, number

theory

[sheep32768's solution](#)

**426.**

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[sheep32768's solution](#)

**427.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[sheep32768's solution](#)

**428.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[sheep32768's solution](#)

**429.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[sheep32768's solution](#)

**430.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[sheep32768's solution](#)

**431.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[sheep32768's solution](#)

**432.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[sheep32768's solution](#)

**433.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[sheep32768's solution](#)

**434.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[sheep32768's solution](#)

**435.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[sheep32768's solution](#)

**436.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[sheep32768's solution](#)

**437.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[sheep32768's solution](#)

**438.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[sheep32768's solution](#)

**439.**

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[sheep32768's solution](#)

**440.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[sheep32768's solution](#)

**441.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[sheep32768's solution](#)

**442.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[sheep32768's solution](#)

**443.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[sheep32768's solution](#)

**444.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[sheep32768's solution](#)

**445.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[sheep32768's solution](#)

**446.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[sheep32768's solution](#)

**447.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[sheep32768's solution](#)

**448.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[sheep32768's solution](#)

**449.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[sheep32768's solution](#)

**450.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[sheep32768's solution](#)

**451.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[sheep32768's solution](#)

**452.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[sheep32768's solution](#)

**453.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[sheep32768's solution](#)

**454.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[sheep32768's solution](#)

**455.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[sheep32768's solution](#)

**456.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[sheep32768's solution](#)

**457.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[sheep32768's solution](#)

**458.**

593E

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

Quality: 700 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[sheep32768's solution](#)

**459.**

38H

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

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[sheep32768's solution](#)

**460.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[sheep32768's solution](#)

**461.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing

[sheep32768's solution](#)

**462.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows

[sheep32768's solution](#)

**463.**

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[sheep32768's solution](#)

**464.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number

theory, sortings, two pointers

[sheep32768's solution](#)

**465.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[sheep32768's solution](#)

**466.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[sheep32768's solution](#)

**467.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[sheep32768's solution](#)

**468.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[sheep32768's solution](#)

**469.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[sheep32768's solution](#)

**470.**

2086E

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

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[sheep32768's solution](#)

**471.**

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[sheep32768's solution](#)

**472.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[sheep32768's solution](#)

**473.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[sheep32768's solution](#)

**474.**

2030F

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

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[sheep32768's solution](#)

**475.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[sheep32768's solution](#)

**476.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[sheep32768's solution](#)

**477.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[sheep32768's solution](#)

**478.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[sheep32768's solution](#)

**479.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[sheep32768's solution](#)

**480.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-10-20 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[sheep32768's solution](#)

**481.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[sheep32768's solution](#)

**482.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[sheep32768's solution](#)

**483.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[sheep32768's solution](#)

**484.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[sheep32768's solution](#)

**485.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[sheep32768's solution](#)

**486.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[sheep32768's solution](#)

**487.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy  
[sheep32768's solution](#)

**488.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees  
[sheep32768's solution](#)

**489.**

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-05-12 · last AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees  
[sheep32768's solution](#)

**490.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs  
[sheep32768's solution](#)

**491.**

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[sheep32768's solution](#)

**492.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math  
[sheep32768's solution](#)

**493.**

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math  
[sheep32768's solution](#)

**494.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-08-28 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[sheep32768's solution](#)

**495.**

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[sheep32768's solution](#)

**496.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation  
[sheep32768's solution](#)

**497.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[sheep32768's solution](#)

**498.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[sheep32768's solution](#)

**499.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities  
[sheep32768's solution](#)

**500.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees  
[sheep32768's solution](#)

**501.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[sheep32768's solution](#)

**502.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math  
[sheep32768's solution](#)

**503.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory  
[sheep32768's solution](#)

**504.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, hashing, strings

[sheep32768's solution](#)

**505.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[sheep32768's solution](#)

**506.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[sheep32768's solution](#)

**507.**

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy

[sheep32768's solution](#)

**508.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[sheep32768's solution](#)

**509.**

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[sheep32768's solution](#)

**510.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[sheep32768's solution](#)

**511.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[sheep32768's solution](#)

**512.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[sheep32768's solution](#)

**513.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[sheep32768's solution](#)

**514.**

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy,

implementation, math

[sheep32768's solution](#)

**515.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[sheep32768's solution](#)

**516.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[sheep32768's solution](#)

**517.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-11-19 · last AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[sheep32768's solution](#)

**518.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[sheep32768's solution](#)

**519.**

2085F1

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

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sheep32768's solution](#)

**520.**

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[sheep32768's solution](#)

**521.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[sheep32768's solution](#)

**522.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sheep32768's solution](#)

**523.**

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[sheep32768's solution](#)

**524.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sheep32768's solution](#)

**525.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[sheep32768's solution](#)

**526.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings  
[sheep32768's solution](#)

**527.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-10-15 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees  
[sheep32768's solution](#)

**528.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[sheep32768's solution](#)

**529.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory  
[sheep32768's solution](#)

**530.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees  
[sheep32768's solution](#)

**531.**

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings, two pointers  
[sheep32768's solution](#)

**532.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[sheep32768's solution](#)

**533.**

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[sheep32768's solution](#)

**534.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[sheep32768's solution](#)

**535.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[sheep32768's solution](#)

**536.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[sheep32768's solution](#)

**537.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[sheep32768's solution](#)

**538.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

[sheep32768's solution](#)

**539.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[sheep32768's solution](#)

**540.**

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[sheep32768's solution](#)

**541.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[sheep32768's solution](#)

**542.**

2082E

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

Rating: 2700 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[sheep32768's solution](#)

**543.**

2078G

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

Rating: 2700 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, greedy

[sheep32768's solution](#)

**544.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[sheep32768's solution](#)

**545.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[sheep32768's solution](#)

**546.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[sheep32768's solution](#)

**547.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[sheep32768's solution](#)

**548.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[sheep32768's solution](#)

**549.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[sheep32768's solution](#)

**550.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2025-09-01 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[sheep32768's solution](#)

**551.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[sheep32768's solution](#)

**552.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[sheep32768's solution](#)

**553.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, trees

[sheep32768's solution](#)

**554.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[sheep32768's solution](#)

**555.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, trees  
[sheep32768's solution](#)

**556.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[sheep32768's solution](#)

**557.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[sheep32768's solution](#)

**558.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-09-10 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[sheep32768's solution](#)

**559.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math  
[sheep32768's solution](#)

**560.**

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, geometry, trees  
[sheep32768's solution](#)

**561.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees  
[sheep32768's solution](#)

**562.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[sheep32768's solution](#)

**563.**

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[sheep32768's solution](#)

**564.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, trees  
[sheep32768's solution](#)

**565.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sheep32768's solution](#)

**566.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities  
[sheep32768's solution](#)

**567.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation  
[sheep32768's solution](#)

**568.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[sheep32768's solution](#)

**569.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[sheep32768's solution](#)

**570.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers  
[sheep32768's solution](#)

**571.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[sheep32768's solution](#)

**572.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy  
[sheep32768's solution](#)

**573.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[sheep32768's solution](#)

**574.**

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees  
[sheep32768's solution](#)

**575.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, shortest paths

[sheep32768's solution](#)

**576.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sheep32768's solution](#)

**577.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[sheep32768's solution](#)

**578.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[sheep32768's solution](#)

**579.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[sheep32768's solution](#)

**580.**

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sheep32768's solution](#)

**581.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[sheep32768's solution](#)

**582.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[sheep32768's solution](#)

**583.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[sheep32768's solution](#)

**584.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[sheep32768's solution](#)

**585.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs,

shortest paths

[sheep32768's solution](#)

**586.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[sheep32768's solution](#)

**587.**

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[sheep32768's solution](#)

**588.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[sheep32768's solution](#)

**589.**

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[sheep32768's solution](#)

**590.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[sheep32768's solution](#)

**591.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[sheep32768's solution](#)

**592.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[sheep32768's solution](#)

**593.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[sheep32768's solution](#)

**594.**

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[sheep32768's solution](#)

**595.**

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation  
[sheep32768's solution](#)

### 596.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[sheep32768's solution](#)

### 597.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[sheep32768's solution](#)

### 598.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[sheep32768's solution](#)

### 599.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees  
[sheep32768's solution](#)

### 600.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[sheep32768's solution](#)

### 601.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[sheep32768's solution](#)

### 602.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, string suffix structures, strings  
[sheep32768's solution](#)

### 603.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees  
[sheep32768's solution](#)

### 604.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[sheep32768's solution](#)

### 605.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[sheep32768's solution](#)

**606.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[sheep32768's solution](#)

**607.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing

[sheep32768's solution](#)

**608.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[sheep32768's solution](#)

**609.**

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[sheep32768's solution](#)

**610.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[sheep32768's solution](#)

**611.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sheep32768's solution](#)

**612.**

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[sheep32768's solution](#)

**613.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[sheep32768's solution](#)

**614.**

2222B

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

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[sheep32768's solution](#)

**615.**

2222A

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

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[sheep32768's solution](#)

**616.**

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[sheep32768's solution](#)

**617.**

2219B1

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

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[sheep32768's solution](#)

**618.**

2219B2

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

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sheep32768's solution](#)

**619.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[sheep32768's solution](#)

**620.**

105870B

[Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[sheep32768's solution](#)

**621.**

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[sheep32768's solution](#)

**622.**

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[sheep32768's solution](#)

**623.**

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[sheep32768's solution](#)

**624.**

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[sheep32768's solution](#)