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Unique solved — shigetora

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

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Filters: none

Count: 247

1.

2127A

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[shigetora's solution](#)

2.

2122A

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3.

2111A

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4.

2107A

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5.

2042A

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6.

2029A

[Set](#) · [Tutorial](#)

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7.

2027A

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8.

2035A

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9.

2033A

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10.

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11.

2008B

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12.

2008A

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13.

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14.

2030B

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15.

2030A

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16.

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17.

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18.

2020A

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19.

1942A

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20.

1527A

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21.

1421A

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22.

1325A

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23.

1497A

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24.

1474A

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25.

1473A

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26.

2042B

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27.

2026A

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28.

2035B

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29.

2033B

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30.

1474B

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31.

1473B

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32.

2138A

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33.

2122B

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34.

2111C

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35.

2111B

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36.

2107B

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37.

2029B

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38.

2027B

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39.

2008D

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- 40.**
2024B
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[shigetora's solution](#)
- 41.**
2030C
[A TRUE Battle](#) · [Tutorial](#)
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- 42.**
2025B
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Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[shigetora's solution](#)
- 43.**
1942B
[Bessie and MEX](#) · [Tutorial](#)
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- 44.**
2135A
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2021B
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- 46.**
2020B
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- 47.**
1497B
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- 48.**
1497C1
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- 49.**
2005B2
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[shigetora's solution](#)
- 50.**
2127B
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Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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51.

2026B

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Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
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52.

2033D

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53.

1937B

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54.

2024C

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

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55.

2025C

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56.

2021C1

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57.

2127C

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58.

2111D

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

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59.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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60.

2035C

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61.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

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62.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

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63.

2008F

[Sakurako's Box](#) · [Tutorial](#)

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[shigetora's solution](#)

64.

2020C

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

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65.

1966C

[Everything Nim](#) · [Tutorial](#)

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[shigetora's solution](#)

66.

1972D1

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

Rating: 1400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[shigetora's solution](#)

67.

1972C

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

Rating: 1400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[shigetora's solution](#)

68.

1923C

[Find B](#) · [Tutorial](#)

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69.

2115A

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70.

2107C

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algorithms, dp, implementation, math

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71.

566F

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72.

977E

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73.

2027C

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74.

2026C

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75.

2008E

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76.

1872E

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77.

1739C

[Card Game](#) · [Tutorial](#)

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78.

1542B

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79.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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80.

1165E

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81.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: probabilities
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82.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
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83.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
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84.

1305C

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85.

1497C2

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86.

1795D

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87.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

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88.

1542C

[Strange Function](#) · [Tutorial](#)

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89.

2135B

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Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[shigetora's solution](#)

90.

2122C

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91.

439D

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92.

2050F

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[shigetora's solution](#)

93.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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94.

2029C

[New Rating](#) · [Tutorial](#)

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95.

2007D

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[shigetora's solution](#)

96.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[shigetora's solution](#)

97.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[shigetora's solution](#)

98.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[shigetora's solution](#)

99.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[shigetora's solution](#)

100.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[shigetora's solution](#)

101.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[shigetora's solution](#)

102.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[shigetora's solution](#)

103.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[shigetora's solution](#)

104.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[shigetora's solution](#)

105.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[shigetora's solution](#)

106.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[shigetora's solution](#)

107.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[shigetora's solution](#)

108.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[shigetora's solution](#)

109.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[shigetora's solution](#)

110.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[shigetora's solution](#)

111.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[shigetora's solution](#)

112.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[shigetora's solution](#)

113.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[shigetora's solution](#)

114.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[shigetora's solution](#)

115.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[shigetora's solution](#)

116.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[shigetora's solution](#)

117.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[shigetora's solution](#)

118.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 1800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[shigetora's solution](#)

119.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[shigetora's solution](#)

120.

2138B

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

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[shigetora's solution](#)

121.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[shigetora's solution](#)

122.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[shigetora's solution](#)

123.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[shigetora's solution](#)

124.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[shigetora's solution](#)

125.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[shigetora's solution](#)

126.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[shigetora's solution](#)

127.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[shigetora's solution](#)

128.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[shigetora's solution](#)

129.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[shigetora's solution](#)

130.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[shigetora's solution](#)

131.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[shigetora's solution](#)

132.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[shigetora's solution](#)

133.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[shigetora's solution](#)

134.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[shigetora's solution](#)

135.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[shigetora's solution](#)

136.

2014H

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

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[shigetora's solution](#)

137.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[shigetora's solution](#)

138.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[shigetora's solution](#)

139.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[shigetora's solution](#)

140.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[shigetora's solution](#)

141.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[shigetora's solution](#)

142.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[shigetora's solution](#)

143.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[shigetora's solution](#)

144.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[shigetora's solution](#)

145.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[shigetora's solution](#)

146.

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[shigetora's solution](#)

147.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[shigetora's solution](#)

148.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[shigetora's solution](#)

149.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[shigetora's solution](#)

150.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[shigetora's solution](#)

151.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[shigetora's solution](#)

152.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[shigetora's solution](#)

153.

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[shigetora's solution](#)

154.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[shigetora's solution](#)

155.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[shigetora's solution](#)

156.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[shigetora's solution](#)

157.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[shigetora's solution](#)

158.

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[shigetora's solution](#)

159.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[shigetora's solution](#)

160.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[shigetora's solution](#)

161.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[shigetora's solution](#)

162.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[shigetora's solution](#)

163.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[shigetora's solution](#)

164.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[shigetora's solution](#)

165.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[shigetora's solution](#)

166.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[shigetora's solution](#)

167.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[shigetora's solution](#)

168.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[shigetora's solution](#)

169.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[shigetora's solution](#)

170.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[shigetora's solution](#)

171.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[shigetora's solution](#)

172.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[shigetora's solution](#)

173.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[shigetora's solution](#)

174.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[shigetora's solution](#)

175.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[shigetora's solution](#)

176.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[shigetora's solution](#)

177.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[shigetora's solution](#)

178.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[shigetora's solution](#)

179.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[shigetora's solution](#)

180.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shigetora's solution](#)

181.

1972D2

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

Rating: 2200 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[shigetora's solution](#)

182.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[shigetora's solution](#)

183.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shigetora's solution](#)

184.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[shigetora's solution](#)

185.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[shigetora's solution](#)

186.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[shigetora's solution](#)

187.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[shigetora's solution](#)

188.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[shigetora's solution](#)

189.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

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190.

1316E

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191.

600E

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trees

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192.

2122D

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193.

626E

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194.

1777F

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Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

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195.

2111F

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Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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196.

1139E

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Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

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197.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

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198.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

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199.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

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200.

914E

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Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[shigetora's solution](#)

201.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[shigetora's solution](#)

202.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[shigetora's solution](#)

203.

665F

[Four Divisors · Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[shigetora's solution](#)

204.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[shigetora's solution](#)

205.

1195F

[Geometers Anonymous Club · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings

[shigetora's solution](#)

206.

2026E

[Best Subsequence · Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[shigetora's solution](#)

207.

1100F

[Ivan and Burgers · Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

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208.

295E

[Yaroslav and Points · Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[shigetora's solution](#)

209.

911G

[Mass Change Queries · Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[shigetora's solution](#)

210.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[shigetora's solution](#)

211.

840D

[Destiny · Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

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212.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

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213.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[shigetora's solution](#)

214.

1418G

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Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

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215.

2138D

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216.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

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217.

321E

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218.

940F

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Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

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219.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-03-07 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

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220.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[shigetora's solution](#)

221.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[shigetora's solution](#)

222.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[shigetora's solution](#)

223.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
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224.

1316F

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Quality: 894 global accepts · Rating: 2800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities
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225.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[shigetora's solution](#)

226.

986E

[Prince's Problem](#) · [Tutorial](#)

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[shigetora's solution](#)

227.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
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228.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures
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229.

809D

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

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230.

2020F

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231.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

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232.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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233.

2222D

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Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

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234.

2222C

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Quality: 4,762 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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235.

2222B

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Quality: 7,265 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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236.

2222A

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

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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237.

101741J

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238.

102512A

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239.

102361F

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240.

104230A

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241.

101549A

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242.

102141B

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Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —
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243.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[shigetora's solution](#)

244.

392C

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Quality: 677 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices
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245.

102644A

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246.

102644C

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102644I

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