

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

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# Unique solved — smilences

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

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

Filters: none

Count: 760

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,759 global accepts · Rating: 800 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: math

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2.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

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3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,462 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, sortings

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4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,116 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: greedy

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5.

2205B

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

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: implementation, math

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6.

2205A

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

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

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7.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: math

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8.

2192A

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

Quality: 17,907 global accepts · Rating: 800 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: brute force, strings

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9.

2194A

[Lawn Mower](#) · [Tutorial](#)

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10.

2193B

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**11.**

2193A

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Quality: 42,648 global accepts · Rating: 800 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: brute force, math

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**12.**

2189A

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**13.**

2185B

[Prefix Max](#) · [Tutorial](#)

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**14.**

2185A

[Perfect Root](#) · [Tutorial](#)

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**15.**

2182A

[New Year String](#) · [Tutorial](#)

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**16.**

2179A

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**17.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

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**18.**

2180A

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Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[smilences's solution](#)

**19.**

2157A

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Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[smilences's solution](#)

**20.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

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**21.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,813 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: sortings, strings

[smilences's solution](#)

**22.**

2167A

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Quality: 58,455 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: math, sortings

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**23.**

2145A

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**24.**

2146A

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**25.**

2147A

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**26.**

2143A

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**27.**

2144A

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[smilences's solution](#)

**28.**

2134A

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**29.**

2133B

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**30.**

2127A

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**31.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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**32.**

2126A

[Only One Digit](#) · [Tutorial](#)

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**33.**

2124A

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**34.**

2121B

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**35.**

2113A

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**36.**

2118A

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

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**37.**

2117A

[False Alarm](#) · [Tutorial](#)

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**38.**

2111A

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**39.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

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**40.**

2103A

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**41.**

2084A

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**42.**

2075A

[To Zero](#) · [Tutorial](#)

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- 43.**  
2072A  
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- 44.**  
2069A  
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- 45.**  
2064A  
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Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: greedy, strings  
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- 46.**  
2059A  
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- 47.**  
2063A  
[Minimal Coprime](#) · [Tutorial](#)  
Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: math, number theory  
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- 48.**  
2061A  
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Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: math  
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- 49.**  
2040A  
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- 50.**  
2047A  
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Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: implementation, math  
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- 51.**  
2042A  
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Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[smilences's solution](#)
- 52.**  
2031A  
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Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math  
[smilences's solution](#)
- 53.**  
2032A  
[Circuit](#) · [Tutorial](#)  
Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory  
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54.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[smilences's solution](#)

55.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, games, math  
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56.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings  
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57.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers  
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58.

2021A

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Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings  
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59.

2013A

[Zhan's Blender](#) · [Tutorial](#)

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60.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
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61.

1997A

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Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
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62.

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation  
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63.

1982A

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64.

1978B

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65.

1978A

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66.

1979A

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67.

1981A

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Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
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68.

1976A

[Verify Password](#) · [Tutorial](#)

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69.

1974A

[Phone Desktop](#) · [Tutorial](#)

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70.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers  
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71.

1969A

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Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
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72.

1950C

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Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation, math  
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73.

1950B

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74.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation  
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75.

1926B

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Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: geometry, implementation  
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**76.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: implementation

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**77.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: greedy, math

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**78.**

2185C

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Quality: 28,979 global accepts · Rating: 900 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: implementation, sortings

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**79.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math

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**80.**

2140B

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**81.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math

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**82.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

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**83.**

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, strings

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**84.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

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**85.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

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**86.**

1896B

[AB Flipping](#) · [Tutorial](#)

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**87.**

2013B

[Battle for Survive](#) · [Tutorial](#)

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**88.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
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**89.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
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**90.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-22 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings  
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**91.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,535 global accepts · Rating: 900 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math  
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**92.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: games  
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**93.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: math, number theory  
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**94.**

2217B

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

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
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**95.**

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, fft, greedy, math  
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**96.**

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings  
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**97.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
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**98.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 1000 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
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**99.**

2167D

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

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**100.**

2145B

[Deck of Cards](#) · [Tutorial](#)

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**101.**

1930B

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**102.**

2147B

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

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**103.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers  
[smilences's solution](#)

**104.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[smilences's solution](#)

**105.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy  
[smilences's solution](#)

**106.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-12 · last AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[smilences's solution](#)

**107.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: math, number theory  
[smilences's solution](#)

**108.**

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: implementation, math

[smilences's solution](#)

**109.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-13 · last AC: 2025-01-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[smilences's solution](#)

**110.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[smilences's solution](#)

**111.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[smilences's solution](#)

**112.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[smilences's solution](#)

**113.**

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**114.**

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[smilences's solution](#)

**115.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers

[smilences's solution](#)

**116.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers

[smilences's solution](#)

**117.**

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings

[smilences's solution](#)

**118.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2025-11-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers

[smilences's solution](#)

**119.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[smilences's solution](#)

**120.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[smilences's solution](#)

**121.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-23 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[smilences's solution](#)

**122.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[smilences's solution](#)

**123.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[smilences's solution](#)

**124.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[smilences's solution](#)

**125.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[smilences's solution](#)

**126.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[smilences's solution](#)

**127.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-12 · last AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[smilences's solution](#)

**128.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[smilences's solution](#)

**129.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[smilences's solution](#)

**130.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2025-02-08 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, sortings

[smilences's solution](#)

**131.**

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[smilences's solution](#)

**132.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry

[smilences's solution](#)

**133.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: math, number theory

[smilences's solution](#)

**134.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[smilences's solution](#)

**135.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy

[smilences's solution](#)

**136.**

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[smilences's solution](#)

**137.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[smilences's solution](#)

**138.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[smilences's solution](#)

**139.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[smilences's solution](#)

**140.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[smilences's solution](#)

**141.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[smilences's solution](#)

**142.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory

[smilences's solution](#)

**143.**

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: games, math

[smilences's solution](#)

**144.**

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[smilences's solution](#)

**145.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[smilences's solution](#)

**146.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[smilences's solution](#)

**147.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[smilences's solution](#)

**148.**

2126D

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

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-18 · last AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[smilences's solution](#)

**149.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2025-07-28 · last AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: dp, greedy

[smilences's solution](#)

**150.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory

[smilences's solution](#)

**151.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[smilences's solution](#)

**152.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: bitmasks

[smilences's solution](#)

**153.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[smilences's solution](#)

**154.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[smilences's solution](#)

**155.**

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[smilences's solution](#)

**156.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2025-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[smilences's solution](#)

**157.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[smilences's solution](#)

**158.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[smilences's solution](#)

**159.**

2085B

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

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[smilences's solution](#)

**160.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: greedy, matrices

[smilences's solution](#)

**161.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: brute force, data structures, number theory,

two pointers

[smilences's solution](#)

**162.**

2047C

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

Quality: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[smilences's solution](#)

**163.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: math, number theory

[smilences's solution](#)

**164.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**165.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[smilences's solution](#)

**166.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: binary search, math

[smilences's solution](#)

**167.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-22 · last AC: 2024-07-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**168.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[smilences's solution](#)

**169.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[smilences's solution](#)

**170.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[smilences's solution](#)

**171.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: dp, implementation

[smilences's solution](#)

**172.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: brute force

[smilences's solution](#)

**173.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[smilences's solution](#)

**174.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[smilences's solution](#)

**175.**

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers

[smilences's solution](#)

**176.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2025-01-21 · last AC: 2026-03-24 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[smilences's solution](#)

**177.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[smilences's solution](#)

**178.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2026-02-10 · last AC: 2026-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[smilences's solution](#)

**179.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[smilences's solution](#)

**180.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[smilences's solution](#)

**181.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: dp, math, number theory, shortest paths

[smilences's solution](#)

**182.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math  
[smilences's solution](#)

**183.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-11-25 · last AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: bitmasks  
[smilences's solution](#)

**184.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[smilences's solution](#)

**185.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2025-10-14 · last AC: 2025-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[smilences's solution](#)

**186.**

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · last AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings  
[smilences's solution](#)

**187.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation  
[smilences's solution](#)

**188.**

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms  
[smilences's solution](#)

**189.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[smilences's solution](#)

**190.**

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[smilences's solution](#)

**191.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[smilences's solution](#)

**192.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-08-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers  
[smilences's solution](#)

**193.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy  
[smilences's solution](#)

**194.**

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[smilences's solution](#)

**195.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy  
[smilences's solution](#)

**196.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[smilences's solution](#)

**197.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation  
[smilences's solution](#)

**198.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy  
[smilences's solution](#)

**199.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[smilences's solution](#)

**200.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[smilences's solution](#)

**201.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[smilences's solution](#)

**202.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-25 · last AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math  
[smilences's solution](#)

**203.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[smilences's solution](#)

**204.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
[smilences's solution](#)

**205.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2024-11-11 · last AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: math, number theory  
[smilences's solution](#)

**206.**

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: greedy  
[smilences's solution](#)

**207.**

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2024-10-28 · last AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, two pointers  
[smilences's solution](#)

**208.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: math, sortings, trees  
[smilences's solution](#)

**209.**

2024C

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

Rating: 1300 · first AC: 2024-10-21 · last AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
[smilences's solution](#)

**210.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers  
[smilences's solution](#)

**211.**

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[smilences's solution](#)

**212.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,499 global accepts · Rating: 1300 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
[smilences's solution](#)

**213.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[smilences's solution](#)

**214.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[smilences's solution](#)

**215.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2024-07-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[smilences's solution](#)

**216.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2024-07-22 · last AC: 2024-07-22 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[smilences's solution](#)

**217.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[smilences's solution](#)

**218.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[smilences's solution](#)

**219.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2024-06-10 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[smilences's solution](#)

**220.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**221.**

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[smilences's solution](#)

**222.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[smilences's solution](#)

**223.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[smilences's solution](#)

**224.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2024-04-09 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[smilences's solution](#)

**225.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2024-04-08 · last AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: brute force, math  
[smilences's solution](#)

**226.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-03-22 · last AC: 2024-03-22 · Python 3 (first AC) · Tags: bitmasks, greedy  
[smilences's solution](#)

**227.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[smilences's solution](#)

**228.**

870C

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

Quality: 9,766 global accepts · Rating: 1300 · first AC: 2024-03-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory  
[smilences's solution](#)

**229.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive  
[smilences's solution](#)

**230.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[smilences's solution](#)

**231.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[smilences's solution](#)

**232.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: greedy, math  
[smilences's solution](#)

**233.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[smilences's solution](#)

**234.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-22 · last AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: binary search, data

structures, greedy, sortings, two pointers

[smilences's solution](#)

**235.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-18 · PyPy 3-64 (first AC) · Tags: math, number theory

[smilences's solution](#)

**236.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-07-08 · last AC: 2025-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**237.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures

[smilences's solution](#)

**238.**

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[smilences's solution](#)

**239.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-04-27 · PyPy 3-64 (first AC) · Tags: math, sortings

[smilences's solution](#)

**240.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, math, sortings

[smilences's solution](#)

**241.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[smilences's solution](#)

**242.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, interactive

[smilences's solution](#)

**243.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2025-01-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**244.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2025-01-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[smilences's solution](#)

**245.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2025-01-10 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, implementation, math  
[smilences's solution](#)

**246.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[smilences's solution](#)

**247.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: data structures, expression parsing, math  
[smilences's solution](#)

**248.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers  
[smilences's solution](#)

**249.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation  
[smilences's solution](#)

**250.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[smilences's solution](#)

**251.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search  
[smilences's solution](#)

**252.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-10-14 · last AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: data structures, two pointers  
[smilences's solution](#)

**253.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings  
[smilences's solution](#)

**254.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math  
[smilences's solution](#)

**255.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: graphs, greedy, sortings

[smilences's solution](#)

**256.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-08-20 · last AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, number theory

[smilences's solution](#)

**257.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: data structures, dsu, implementation

[smilences's solution](#)

**258.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: greedy, strings

[smilences's solution](#)

**259.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-07-23 · last AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[smilences's solution](#)

**260.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2024-07-09 · last AC: 2024-07-09 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[smilences's solution](#)

**261.**

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-07-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[smilences's solution](#)

**262.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2024-07-01 · last AC: 2024-07-01 · Python 3 (first AC) · Tags: binary search, greedy, sortings

[smilences's solution](#)

**263.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2024-06-25 · last AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: data structures

[smilences's solution](#)

**264.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2024-06-11 · last AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[smilences's solution](#)

**265.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2024-05-06 · last AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[smilences's solution](#)

**266.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[smilences's solution](#)

**267.**

1972C

[Permutation Counting · Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[smilences's solution](#)

**268.**

1365C

[Rotation Matching · Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[smilences's solution](#)

**269.**

940B

[Our Tanya is Crying Out Loud · Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: dp, greedy

[smilences's solution](#)

**270.**

988C

[Equal Sums · Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[smilences's solution](#)

**271.**

2203C

[Test Generator · Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, greedy, math

[smilences's solution](#)

**272.**

2185E

[The Robotic Rush · Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

[smilences's solution](#)

**273.**

2183C

[War Strategy · Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[smilences's solution](#)

**274.**

1915F

[Greetings · Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings

[smilences's solution](#)

**275.**

1857E

[Power of Points · Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: math, sortings

[smilences's solution](#)

**276.**

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[smilences's solution](#)

**277.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2025-09-23 · last AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[smilences's solution](#)

**278.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[smilences's solution](#)

**279.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[smilences's solution](#)

**280.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2025-09-02 · last AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: sortings

[smilences's solution](#)

**281.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-03-06 · last AC: 2025-08-12 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[smilences's solution](#)

**282.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-07-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[smilences's solution](#)

**283.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[smilences's solution](#)

**284.**

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory

[smilences's solution](#)

**285.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2025-05-27 · PyPy 3-64 (first AC) · Tags: hashing, math, number theory

[smilences's solution](#)

**286.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: math

[smilences's solution](#)

**287.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[smilences's solution](#)

**288.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2025-04-08 · last AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures

[smilences's solution](#)

**289.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[smilences's solution](#)

**290.**

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2025-03-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[smilences's solution](#)

**291.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math

[smilences's solution](#)

**292.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[smilences's solution](#)

**293.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2025-03-04 · last AC: 2025-03-04 · PyPy 3-64 (first AC) · Tags: \*special, brute force, dp, strings

[smilences's solution](#)

**294.**

2072E

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

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[smilences's solution](#)

**295.**

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers

[smilences's solution](#)

**296.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: dp

[smilences's solution](#)

**297.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,548 global accepts · Rating: 1500 · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

[smilences's solution](#)

**298.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[smilences's solution](#)

**299.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation

[smilences's solution](#)

**300.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp

[smilences's solution](#)

**301.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: dp

[smilences's solution](#)

**302.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[smilences's solution](#)

**303.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, ternary search

[smilences's solution](#)

**304.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, dp

[smilences's solution](#)

**305.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[smilences's solution](#)

**306.**

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[smilences's solution](#)

**307.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: math, number theory

[smilences's solution](#)

**308.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[smilences's solution](#)

**309.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[smilences's solution](#)

**310.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[smilences's solution](#)

**311.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[smilences's solution](#)

**312.**

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[smilences's solution](#)

**313.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force, dp, sortings

[smilences's solution](#)

**314.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[smilences's solution](#)

**315.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[smilences's solution](#)

**316.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-06-04 · last AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: greedy

[smilences's solution](#)

**317.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2024-05-28 · last AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: combinatorics, strings  
[smilences's solution](#)

**318.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,927 global accepts · Rating: 1500 · first AC: 2024-05-14 · PyPy 3-64 (first AC) · Tags: math, number theory  
[smilences's solution](#)

**319.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-11 · last AC: 2024-05-11 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings  
[smilences's solution](#)

**320.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2024-05-07 · last AC: 2024-05-07 · PyPy 3-64 (first AC) · Tags: binary search, implementation  
[smilences's solution](#)

**321.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2024-04-16 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[smilences's solution](#)

**322.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-04-02 · last AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math  
[smilences's solution](#)

**323.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory, strings  
[smilences's solution](#)

**324.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory  
[smilences's solution](#)

**325.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[smilences's solution](#)

**326.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2024-03-12 · last AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings  
[smilences's solution](#)

**327.**

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[smilences's solution](#)

**328.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: number theory  
[smilences's solution](#)

**329.**

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: implementation  
[smilences's solution](#)

**330.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math  
[smilences's solution](#)

**331.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: math  
[smilences's solution](#)

**332.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math  
[smilences's solution](#)

**333.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings  
[smilences's solution](#)

**334.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2026-04-15 · last AC: 2026-04-15 · PyPy 3-64 (first AC) · Tags: math, number theory  
[smilences's solution](#)

**335.**

2207B

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

Quality: 8,806 global accepts · Rating: 1600 · first AC: 2026-03-09 · last AC: 2026-03-09 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[smilences's solution](#)

**336.**

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, two pointers  
[smilences's solution](#)

**337.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-04 · last AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[smilences's solution](#)

**338.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation  
[smilences's solution](#)

**339.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[smilences's solution](#)

**340.**

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math  
[smilences's solution](#)

**341.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[smilences's solution](#)

**342.**

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2025-11-12 · last AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers  
[smilences's solution](#)

**343.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation  
[smilences's solution](#)

**344.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: data structures, dp  
[smilences's solution](#)

**345.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, math, trees  
[smilences's solution](#)

**346.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-09-24 · last AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees  
[smilences's solution](#)

**347.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-23 · last AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities  
[smilences's solution](#)

**348.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[smilences's solution](#)

**349.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[smilences's solution](#)

**350.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings  
[smilences's solution](#)

**351.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[smilences's solution](#)

**352.**

2085C

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

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[smilences's solution](#)

**353.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: geometry, interactive, probabilities  
[smilences's solution](#)

**354.**

150B

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

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[smilences's solution](#)

**355.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
[smilences's solution](#)

**356.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[smilences's solution](#)

**357.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures  
[smilences's solution](#)

**358.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: 2-sat, combinatorics, dp  
[smilences's solution](#)

**359.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2025-01-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation  
[smilences's solution](#)

**360.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math  
[smilences's solution](#)

**361.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers  
[smilences's solution](#)

**362.**

2047D

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

Rating: 1600 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings  
[smilences's solution](#)

**363.**

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[smilences's solution](#)

**364.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2024-11-15 · last AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: hashing, strings  
[smilences's solution](#)

**365.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings  
[smilences's solution](#)

**366.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[smilences's solution](#)

**367.**

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[smilences's solution](#)

**368.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[smilences's solution](#)

**369.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, trees

[smilences's solution](#)

**370.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[smilences's solution](#)

**371.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

[smilences's solution](#)

**372.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[smilences's solution](#)

**373.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: greedy

[smilences's solution](#)

**374.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[smilences's solution](#)

**375.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[smilences's solution](#)

**376.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2024-05-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[smilences's solution](#)

**377.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[smilences's solution](#)

**378.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[smilences's solution](#)

**379.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2024-05-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[smilences's solution](#)

**380.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2024-04-30 · last AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[smilences's solution](#)

**381.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2024-03-27 · PyPy 3-64 (first AC) · Tags: greedy, hashing, strings  
[smilences's solution](#)

**382.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2026-04-28 · Python 3 (first AC) · Tags: binary search, dfs and similar  
[smilences's solution](#)

**383.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math  
[smilences's solution](#)

**384.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math  
[smilences's solution](#)

**385.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers  
[smilences's solution](#)

**386.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2026-04-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy  
[smilences's solution](#)

**387.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: bitmasks, dp  
[smilences's solution](#)

**388.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · last AC: 2026-03-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[smilences's solution](#)

**389.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, number theory

[smilences's solution](#)

**390.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, implementation

[smilences's solution](#)

**391.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2025-12-17 · last AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[smilences's solution](#)

**392.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math

[smilences's solution](#)

**393.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[smilences's solution](#)

**394.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[smilences's solution](#)

**395.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: games, greedy

[smilences's solution](#)

**396.**

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[smilences's solution](#)

**397.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[smilences's solution](#)

**398.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[smilences's solution](#)

**399.**

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-06-25 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[smilences's solution](#)

**400.**

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[smilences's solution](#)

**401.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-05-28 · last AC: 2025-05-28 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, strings  
[smilences's solution](#)

**402.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2025-05-14 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs  
[smilences's solution](#)

**403.**

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory  
[smilences's solution](#)

**404.**

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · last AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory  
[smilences's solution](#)

**405.**

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-10 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[smilences's solution](#)

**406.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-06 · last AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, math, number theory  
[smilences's solution](#)

**407.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: hashing, string suffix structures, strings, two pointers  
[smilences's solution](#)

**408.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers  
[smilences's solution](#)

**409.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, implementation  
[smilences's solution](#)

**410.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[smilences's solution](#)

**411.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[smilences's solution](#)

**412.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[smilences's solution](#)

**413.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[smilences's solution](#)

**414.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-09-18 · last AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[smilences's solution](#)

**415.**

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: games, graphs, greedy, trees

[smilences's solution](#)

**416.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-08-28 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[smilences's solution](#)

**417.**

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-08-07 · last AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[smilences's solution](#)

**418.**

1999G2

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

Quality: 11,028 global accepts · Rating: 1700 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[smilences's solution](#)

**419.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[smilences's solution](#)

**420.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-07-17 · last AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[smilences's solution](#)

**421.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-07-03 · last AC: 2024-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[smilences's solution](#)

**422.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[smilences's solution](#)

**423.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · last AC: 2024-06-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[smilences's solution](#)

**424.**

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2024-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[smilences's solution](#)

**425.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-11 · PyPy 3-64 (first AC) · Tags: data structures, dsu, sortings

[smilences's solution](#)

**426.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: dp, implementation

[smilences's solution](#)

**427.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-04-24 · last AC: 2024-04-24 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[smilences's solution](#)

**428.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-09 · last AC: 2024-04-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[smilences's solution](#)

**429.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy

[smilences's solution](#)

**430.**

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
[smilences's solution](#)

**431.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities, trees  
[smilences's solution](#)

**432.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: binary search, math  
[smilences's solution](#)

**433.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, divide and conquer  
[smilences's solution](#)

**434.**

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, greedy  
[smilences's solution](#)

**435.**

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2026-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math  
[smilences's solution](#)

**436.**

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[smilences's solution](#)

**437.**

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math  
[smilences's solution](#)

**438.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2025-12-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings  
[smilences's solution](#)

**439.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings  
[smilences's solution](#)

**440.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings  
[smilences's solution](#)

**441.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-10-29 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[smilences's solution](#)

**442.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp  
[smilences's solution](#)

**443.**

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · last AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers  
[smilences's solution](#)

**444.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-09-17 · last AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: brute force, math  
[smilences's solution](#)

**445.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · PyPy 3-64 (first AC) · Tags: brute force, dp, math  
[smilences's solution](#)

**446.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · last AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[smilences's solution](#)

**447.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2025-09-10 · PyPy 3-64 (first AC) · Tags: data structures, math, probabilities, two pointers  
[smilences's solution](#)

**448.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
[smilences's solution](#)

**449.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[smilences's solution](#)

**450.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-07-16 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory  
[smilences's solution](#)

**451.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures,

greedy, two pointers  
[smilences's solution](#)

**452.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[smilences's solution](#)

**453.**

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-02-20 · last AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[smilences's solution](#)

**454.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · last AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[smilences's solution](#)

**455.**

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory

[smilences's solution](#)

**456.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[smilences's solution](#)

**457.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[smilences's solution](#)

**458.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[smilences's solution](#)

**459.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-30 · last AC: 2024-10-30 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[smilences's solution](#)

**460.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[smilences's solution](#)

**461.**

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[smilences's solution](#)

**462.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: dsu, graphs, greedy

[smilences's solution](#)

**463.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-07-31 · last AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[smilences's solution](#)

**464.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · last AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[smilences's solution](#)

**465.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-07-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[smilences's solution](#)

**466.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2024-07-10 · last AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: dp, graphs, shortest paths

[smilences's solution](#)

**467.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[smilences's solution](#)

**468.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: data structures, dsu, implementation, trees

[smilences's solution](#)

**469.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-09 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math, schedules

[smilences's solution](#)

**470.**

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[smilences's solution](#)

**471.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: data structures

[smilences's solution](#)

**472.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2026-04-27 · PyPy 3-64 (first AC) · Tags: data structures, number theory  
[smilences's solution](#)

**473.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2026-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[smilences's solution](#)

**474.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2026-04-20 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory  
[smilences's solution](#)

**475.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[smilences's solution](#)

**476.**

2014H

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

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, greedy, hashing  
[smilences's solution](#)

**477.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2026-04-14 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees  
[smilences's solution](#)

**478.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2026-04-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, probabilities  
[smilences's solution](#)

**479.**

2217D

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

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
[smilences's solution](#)

**480.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[smilences's solution](#)

**481.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math  
[smilences's solution](#)

**482.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2026-03-12 · Python 3 (first AC) · Tags: greedy, math

[smilences's solution](#)

**483.**

2189D1

[Little String \(Easy Version\) · Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[smilences's solution](#)

**484.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2026-01-15 · last AC: 2026-01-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[smilences's solution](#)

**485.**

2184G

[Nastiness of Segments · Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · last AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[smilences's solution](#)

**486.**

1846G

[Rudolf and CodeVid-23 · Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[smilences's solution](#)

**487.**

2180D

[Insolvable Disks · Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[smilences's solution](#)

**488.**

961E

[Tufurama · Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2025-12-03 · last AC: 2025-12-03 · PyPy 3-64 (first AC) · Tags: data structures

[smilences's solution](#)

**489.**

2157E

[Adjusting Drones · Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[smilences's solution](#)

**490.**

731F

[Video Cards · Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-11-19 · last AC: 2025-11-19 · Python 3 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[smilences's solution](#)

**491.**

2165B

[Marble Council · Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · last AC: 2025-11-17 · PyPy 3-64 (first AC) · Tags: dp, math, sortings

[smilences's solution](#)

**492.**

134B

[Pairs of Numbers · Tutorial](#)

Quality: 2,484 global accepts · Rating: 1900 · first AC: 2025-10-30 · last AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, math, number theory

[smilences's solution](#)

**493.**

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2025-10-16 · last AC: 2025-10-16 · PyPy 3-64 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[smilences's solution](#)

**494.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2025-10-09 · last AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: matrices

[smilences's solution](#)

**495.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, sortings

[smilences's solution](#)

**496.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-08-21 · last AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math

[smilences's solution](#)

**497.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[smilences's solution](#)

**498.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[smilences's solution](#)

**499.**

2117G

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**500.**

2000F

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**501.**

1647D

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1175D

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**503.**

2089B1

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**504.**

2077B

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**505.**

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**506.**

2066B

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**507.**

2059D

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**508.**

2040D

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**509.**

1957D

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865B

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**511.**

109C

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2018B

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**513.**

1909D

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**514.**

2013D

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**515.**

213B

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**516.**

1994D

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**517.**

582B

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**518.**

1986F

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**519.**

1926G

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**520.**

1878F

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**521.**

1955G

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**522.**

1129B

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**523.**

2217E

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**524.**

2165C

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1951E

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**526.**

2194E

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**527.**

2171E

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**528.**

1646D

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**529.**

2154C2

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**530.**

2146D2

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2129C2

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803F

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**533.**

2114F

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**534.**

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**535.**

2096D

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**536.**

2085D

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2075D

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1827B1

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1156C

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2063D

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**541.**

2061E

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**542.**

1391D

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**543.**

237E

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**544.**

492E

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**545.**

2020E

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**546.**

1988D

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**547.**

1992G

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**548.**

1851G

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**549.**

1237D

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**550.**

1976D

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**551.**

1796D

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**552.**

938D

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371E

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**557.**

2192E

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2161D

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**562.**

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2145E

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**564.**

2150C

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**565.**

1207F

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**566.**

525E

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**567.**

703D

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**568.**

2124E

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2123G

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**570.**

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**571.**

2092E

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2074G

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**573.**

2061F1

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2044H

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2040E

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**576.**

2047E

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**577.**

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**578.**

762C

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**579.**

1650G

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**580.**

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**581.**

985E

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**582.**

1167E

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**583.**

455C

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**584.**

1884D

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**585.**

915D

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1039C

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1808E1

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2014G

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2200G

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**590.**

2203E

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2189D2

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514E

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2118D2

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Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-09-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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**594.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-09-25 · last AC: 2025-09-24 · Python 3 (first AC) · Tags: bitmasks, brute force, dp  
[smilences's solution](#)

**595.**

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers  
[smilences's solution](#)

**596.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[smilences's solution](#)

**597.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-07-03 · last AC: 2025-07-03 · PyPy 3-64 (first AC) · Tags: brute force, data structures, graphs, greedy, hashing  
[smilences's solution](#)

**598.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees  
[smilences's solution](#)

**599.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers  
[smilences's solution](#)

**600.**

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: dp, games, math, probabilities  
[smilences's solution](#)

**601.**

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[smilences's solution](#)

**602.**

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math  
[smilences's solution](#)

**603.**

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory  
[smilences's solution](#)

**604.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory  
[smilences's solution](#)

**605.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · last AC: 2025-01-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[smilences's solution](#)

**606.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-12-13 · last AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp  
[smilences's solution](#)

**607.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings, two pointers  
[smilences's solution](#)

**608.**

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: bitmasks, dp  
[smilences's solution](#)

**609.**

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · last AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math  
[smilences's solution](#)

**610.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[smilences's solution](#)

**611.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation  
[smilences's solution](#)

**612.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, hashing, math  
[smilences's solution](#)

**613.**

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[smilences's solution](#)

**614.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2026-04-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[smilences's solution](#)

**615.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2026-04-10 · PyPy 3-64 (first AC) · Tags: dp, strings

[smilences's solution](#)

**616.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-30 · last AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[smilences's solution](#)

**617.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[smilences's solution](#)

**618.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2025-11-27 · Python 3 (first AC) · Tags: bitmasks, combinatorics, dp, math

[smilences's solution](#)

**619.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-11-21 · last AC: 2025-11-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[smilences's solution](#)

**620.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[smilences's solution](#)

**621.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[smilences's solution](#)

**622.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[smilences's solution](#)

**623.**

1101G

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

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: math, matrices

[smilences's solution](#)

**624.**

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[smilences's solution](#)

**625.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[smilences's solution](#)

**626.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[smilences's solution](#)

**627.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · last AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[smilences's solution](#)

**628.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · last AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[smilences's solution](#)

**629.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · last AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[smilences's solution](#)

**630.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · last AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[smilences's solution](#)

**631.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[smilences's solution](#)

**632.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, math, number theory

[smilences's solution](#)

**633.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · last AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[smilences's solution](#)

**634.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-26 · last AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[smilences's solution](#)

**635.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-05-23 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, number theory

[smilences's solution](#)

**636.**

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: math, number theory

[smilences's solution](#)

**637.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, math

[smilences's solution](#)

**638.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2026-03-13 · last AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[smilences's solution](#)

**639.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2026-03-04 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[smilences's solution](#)

**640.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-02-27 · last AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, two pointers

[smilences's solution](#)

**641.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

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**642.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[smilences's solution](#)

**643.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-11-28 · last AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[smilences's solution](#)

**644.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp  
[smilences's solution](#)

**645.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-09-19 · last AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, sortings  
[smilences's solution](#)

**646.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · last AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings  
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**647.**

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2025-08-01 · last AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, matrices  
[smilences's solution](#)

**648.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2025-07-04 · last AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: dp, implementation  
[smilences's solution](#)

**649.**

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: data structures, dp, number theory  
[smilences's solution](#)

**650.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[smilences's solution](#)

**651.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp  
[smilences's solution](#)

**652.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[smilences's solution](#)

**653.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · last AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory  
[smilences's solution](#)

**654.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2025-05-23 · PyPy 3-64 (first AC) · Tags: dp, probabilities, two pointers  
[smilences's solution](#)

**655.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-05-09 · PyPy 3-64 (first AC) · Tags: bitmasks, dp  
[smilences's solution](#)

**656.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory  
[smilences's solution](#)

**657.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy  
[smilences's solution](#)

**658.**

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · last AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings  
[smilences's solution](#)

**659.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · last AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[smilences's solution](#)

**660.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · last AC: 2025-01-21 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings  
[smilences's solution](#)

**661.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp, matrices  
[smilences's solution](#)

**662.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, trees  
[smilences's solution](#)

**663.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory  
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**664.**

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

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**665.**

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[smilences's solution](#)

**666.**

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: data structures

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**667.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2026-01-09 · PyPy 3-64 (first AC) · Tags: bitmasks, dp

[smilences's solution](#)

**668.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[smilences's solution](#)

**669.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[smilences's solution](#)

**670.**

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-10 · last AC: 2025-12-18 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[smilences's solution](#)

**671.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[smilences's solution](#)

**672.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-12-05 · last AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: data structures, probabilities

[smilences's solution](#)

**673.**

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2025-10-31 · Python 3 (first AC) · Tags: dp, math, matrices

[smilences's solution](#)

**674.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-10-24 · last AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[smilences's solution](#)

**675.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[smilences's solution](#)

**676.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[smilences's solution](#)

**677.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-08 · last AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: data structures

[smilences's solution](#)

**678.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar

[smilences's solution](#)

**679.**

2125E

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

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[smilences's solution](#)

**680.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-06-27 · last AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: data structures, math

[smilences's solution](#)

**681.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · last AC: 2025-06-10 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings

[smilences's solution](#)

**682.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-05-16 · last AC: 2025-05-16 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, strings

[smilences's solution](#)

**683.**

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings, two pointers

[smilences's solution](#)

**684.**

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-25 · last AC: 2025-04-25 · PyPy 3-64 (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[smilences's solution](#)

**685.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-18 · last AC: 2025-03-19 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[smilences's solution](#)

**686.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · last AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

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**687.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2026-03-20 · last AC: 2026-03-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[smilences's solution](#)

**688.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · last AC: 2026-02-28 · PyPy 3-64 (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[smilences's solution](#)

**689.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-26 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[smilences's solution](#)

**690.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · last AC: 2026-01-30 · Python 3 (first AC) · Tags: bitmasks, dp, math

[smilences's solution](#)

**691.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2026-01-02 · last AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: data structures, math

[smilences's solution](#)

**692.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[smilences's solution](#)

**693.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, matrices

[smilences's solution](#)

**694.**

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2025-10-10 · last AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: math, matrices  
[smilences's solution](#)

**695.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-05 · last AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, implementation, math  
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**696.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-05-30 · last AC: 2025-05-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, trees  
[smilences's solution](#)

**697.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, two pointers  
[smilences's solution](#)

**698.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-03-21 · last AC: 2025-03-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities  
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**699.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, probabilities, trees  
[smilences's solution](#)

**700.**

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers  
[smilences's solution](#)

**701.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-27 · last AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, math  
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**702.**

1107F

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

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[smilences's solution](#)

**703.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-08-23 · last AC: 2024-08-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms  
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**704.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-08-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, hashing  
[smilences's solution](#)

**705.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2026-04-20 · last AC: 2026-04-20 · PyPy 3-64 (first AC) · Tags: data structures, math, number theory  
[smilences's solution](#)

**706.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, matrices  
[smilences's solution](#)

**707.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, communication, interactive  
[smilences's solution](#)

**708.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers  
[smilences's solution](#)

**709.**

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices  
[smilences's solution](#)

**710.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[smilences's solution](#)

**711.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy  
[smilences's solution](#)

**712.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[smilences's solution](#)

**713.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · last AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, hashing, math  
[smilences's solution](#)

**714.**

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[smilences's solution](#)

**715.**

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dp

[smilences's solution](#)

**716.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-05-30 · PyPy 3-64 (first AC) · Tags: divide and conquer, dp, math, probabilities

[smilences's solution](#)

**717.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: bitmasks, math, matrices

[smilences's solution](#)

**718.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-03-28 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[smilences's solution](#)

**719.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2026-03-06 · PyPy 3-64 (first AC) · Tags: games, greedy

[smilences's solution](#)

**720.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing

[smilences's solution](#)

**721.**

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities

[smilences's solution](#)

**722.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[smilences's solution](#)

**723.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-09 · last AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[smilences's solution](#)

**724.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · last AC: 2025-08-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[smilences's solution](#)

**725.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2026-04-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[smilences's solution](#)

**726.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures  
[smilences's solution](#)

**727.**

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2025-05-13 · PyPy 3-64 (first AC) · Tags: data structures, fft, number theory  
[smilences's solution](#)

**728.**

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-28 · last AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, fft  
[smilences's solution](#)

**729.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics  
[smilences's solution](#)

**730.**

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-12 · last AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, trees  
[smilences's solution](#)

**731.**

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-09 · last AC: 2025-09-09 · Python 3 (first AC) · Tags: constructive algorithms, geometry  
[smilences's solution](#)

**732.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: — · first AC: 2026-04-30 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees  
[smilences's solution](#)

**733.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-29 · last AC: 2026-04-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, two pointers  
[smilences's solution](#)

**734.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[smilences's solution](#)

**735.**

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

[smilences's solution](#)

**736.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math

[smilences's solution](#)

**737.**

2222B

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

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[smilences's solution](#)

**738.**

2222A

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

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[smilences's solution](#)

**739.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, number theory

[smilences's solution](#)

**740.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[smilences's solution](#)

**741.**

2225D

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

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

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**742.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,320 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy

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**743.**

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,126 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy

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**744.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

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**745.**

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-14 · last AC: 2026-04-14 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[smilences's solution](#)

**746.**

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**747.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

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**748.**

105851E

[^•nWAP](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: —

[smilences's solution](#)

**749.**

105851C

[x X](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: —

[smilences's solution](#)

**750.**

105851A

[R - d01N2](#)

Rating: — · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: —

[smilences's solution](#)

**751.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: —

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**752.**

105336G

[u TÂ](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[smilences's solution](#)

**753.**

105336E

[-•g](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · last AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[smilences's solution](#)

**754.**

105336K

[SÖ](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

[smilences's solution](#)

**755.**

105336B

[Qx-T](#) · [Tutorial](#)

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**756.**

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —

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**757.**

105322C

[Genshin Impact](#) · [Tutorial](#)

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[smilences's solution](#)

**758.**

105323B

[Tutorial](#)

Rating: — · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: —

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**759.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

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**760.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

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