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Unique solved — strapple

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

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

Filters: none

Count: 1,256

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,663 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[strapple's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[strapple's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[strapple's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[strapple's solution](#)

6.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[strapple's solution](#)

7.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[strapple's solution](#)

8.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[strapple's solution](#)

9.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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10.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[strapple's solution](#)

11.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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12.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[strapple's solution](#)

13.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,852 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[strapple's solution](#)

14.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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15.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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16.

2034A

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17.

1997A

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Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[strapple's solution](#)

18.

2004A

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19.

1995A

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Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[strapple's solution](#)

20.

1991A

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Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[strapple's solution](#)

21.

1983A

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Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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22.

1994A

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Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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23.

1992B

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24.

1992A

[Only Pluses](#) · [Tutorial](#)

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25.

1982A

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26.

1987A

[Upload More RAM](#) · [Tutorial](#)

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[strapple's solution](#)

27.

1844A

[Subtraction Game](#) · [Tutorial](#)

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28.

1782A

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29.

1774A

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30.

1428A

[Box is Pull](#) · [Tutorial](#)

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31.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
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32.

1615A

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33.

1584A

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[strapple's solution](#)

34.

1492A

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35.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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36.

1481A

[Space Navigation](#) · [Tutorial](#)

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[strapple's solution](#)

37.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

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[strapple's solution](#)

38.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

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39.

1466B

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40.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[strapple's solution](#)

41.

1455A

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[strapple's solution](#)

42.

1451A

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[strapple's solution](#)

43.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[strapple's solution](#)

44.

1436A

[Reorder](#) · [Tutorial](#)

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[strapple's solution](#)

45.

1408A

[Circle Coloring](#) · [Tutorial](#)

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[strapple's solution](#)

46.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: greedy, strings

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47.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

[strapple's solution](#)

48.

1399B

[Gifts Fixing](#) · [Tutorial](#)

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[strapple's solution](#)

49.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[strapple's solution](#)

50.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[strapple's solution](#)

51.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[strapple's solution](#)

52.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[strapple's solution](#)

53.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[strapple's solution](#)

54.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[strapple's solution](#)

55.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
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56.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[strapple's solution](#)

57.

1992C

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

Quality: 33,254 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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58.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[strapple's solution](#)

59.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[strapple's solution](#)

60.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[strapple's solution](#)

61.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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62.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2021-11-14 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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63.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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64.

1467A

[Wizard of Orz](#) · [Tutorial](#)

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65.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings
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66.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
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67.

1420A

[Cubes Sorting](#) · [Tutorial](#)

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[strapple's solution](#)

68.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[strapple's solution](#)

69.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[strapple's solution](#)

70.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,248 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[strapple's solution](#)

71.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[strapple's solution](#)

72.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,268 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[strapple's solution](#)

73.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, shortest paths

[strapple's solution](#)

74.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[strapple's solution](#)

75.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[strapple's solution](#)

76.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[strapple's solution](#)

77.

2004B

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Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[strapple's solution](#)

78.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[strapple's solution](#)

79.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[strapple's solution](#)

80.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[strapple's solution](#)

81.

1584B

[Coloring Rectangles](#) · [Tutorial](#)

Quality: 14,351 global accepts · Rating: 1000 · first AC: 2021-11-14 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[strapple's solution](#)

82.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,131 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[strapple's solution](#)

83.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,317 global accepts · Rating: 1000 · first AC: 2021-01-19 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[strapple's solution](#)

84.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[strapple's solution](#)

85.

1418A

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Quality: 33,830 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[strapple's solution](#)

86.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[strapple's solution](#)

87.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[strapple's solution](#)

88.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[strapple's solution](#)

89.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[strapple's solution](#)

90.

1997C

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Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[strapple's solution](#)

91.

1997B

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Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[strapple's solution](#)

92.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[strapple's solution](#)

93.

1995B1

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

Quality: 20,983 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

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94.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[strapple's solution](#)

95.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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96.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · last AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[strapple's solution](#)

97.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[strapple's solution](#)

98.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

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99.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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100.

1455C

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Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[strapple's solution](#)

101.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[strapple's solution](#)

102.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-30 · last AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[strapple's solution](#)

103.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[strapple's solution](#)

104.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[strapple's solution](#)

105.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[strapple's solution](#)

106.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[strapple's solution](#)

107.

2053B

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

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[strapple's solution](#)

108.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[strapple's solution](#)

109.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[strapple's solution](#)

110.

2046A

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

Quality: 16,804 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[strapple's solution](#)

111.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[strapple's solution](#)

112.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[strapple's solution](#)

113.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[strapple's solution](#)

114.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[strapple's solution](#)

115.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[strapple's solution](#)

116.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[strapple's solution](#)

117.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[strapple's solution](#)

118.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[strapple's solution](#)

119.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[strapple's solution](#)

120.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[strapple's solution](#)

121.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math
[strapple's solution](#)

122.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math
[strapple's solution](#)

123.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[strapple's solution](#)

124.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation
[strapple's solution](#)

125.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math
[strapple's solution](#)

126.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[strapple's solution](#)

127.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers
[strapple's solution](#)

128.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[strapple's solution](#)

129.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[strapple's solution](#)

130.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[strapple's solution](#)

131.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[strapple's solution](#)

132.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[strapple's solution](#)

133.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,688 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[strapple's solution](#)

134.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[strapple's solution](#)

135.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[strapple's solution](#)

136.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[strapple's solution](#)

137.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[strapple's solution](#)

138.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[strapple's solution](#)

139.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[strapple's solution](#)

140.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[strapple's solution](#)

141.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[strapple's solution](#)

142.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[strapple's solution](#)

143.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[strapple's solution](#)

144.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[strapple's solution](#)

145.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[strapple's solution](#)

146.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[strapple's solution](#)

147.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[strapple's solution](#)

148.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[strapple's solution](#)

149.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[strapple's solution](#)

150.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[strapple's solution](#)

151.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[strapple's solution](#)

152.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-24 · last AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[strapple's solution](#)

153.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[strapple's solution](#)

154.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[strapple's solution](#)

155.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[strapple's solution](#)

156.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[strapple's solution](#)

157.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[strapple's solution](#)

158.

2066A

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

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

[strapple's solution](#)

159.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[strapple's solution](#)

160.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[strapple's solution](#)

161.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[strapple's solution](#)

162.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[strapple's solution](#)

163.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[strapple's solution](#)

164.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[strapple's solution](#)

165.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[strapple's solution](#)

166.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[strapple's solution](#)

167.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar
[strapple's solution](#)

168.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[strapple's solution](#)

169.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[strapple's solution](#)

170.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[strapple's solution](#)

171.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,166 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[strapple's solution](#)

172.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[strapple's solution](#)

173.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[strapple's solution](#)

174.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[strapple's solution](#)

175.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[strapple's solution](#)

176.

2183D1

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

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

[strapple's solution](#)

177.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[strapple's solution](#)

178.

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[strapple's solution](#)

179.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[strapple's solution](#)

180.

2109C1

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

Quality: 11,418 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[strapple's solution](#)

181.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[strapple's solution](#)

182.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[strapple's solution](#)

183.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[strapple's solution](#)

184.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[strapple's solution](#)

185.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[strapple's solution](#)

186.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[strapple's solution](#)

187.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[strapple's solution](#)

188.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[strapple's solution](#)

189.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[strapple's solution](#)

190.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[strapple's solution](#)

191.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2021-07-17 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[strapple's solution](#)

192.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[strapple's solution](#)

193.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: *special, brute force, dp, strings
[strapple's solution](#)

194.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[strapple's solution](#)

195.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[strapple's solution](#)

196.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[strapple's solution](#)

197.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[strapple's solution](#)

198.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[strapple's solution](#)

199.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1500 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[strapple's solution](#)

200.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[strapple's solution](#)

201.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[strapple's solution](#)

202.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[strapple's solution](#)

203.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[strapple's solution](#)

204.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[strapple's solution](#)

205.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[strapple's solution](#)

206.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[strapple's solution](#)

207.

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[strapple's solution](#)

208.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[strapple's solution](#)

209.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[strapple's solution](#)

210.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[strapple's solution](#)

211.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[strapple's solution](#)

212.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[strapple's solution](#)

213.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[strapple's solution](#)

214.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[strapple's solution](#)

215.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[strapple's solution](#)

216.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings
[strapple's solution](#)

217.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[strapple's solution](#)

218.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[strapple's solution](#)

219.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[strapple's solution](#)

220.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, dsu
[strapple's solution](#)

221.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[strapple's solution](#)

222.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[strapple's solution](#)

223.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

224.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, interactive

[strapple's solution](#)

225.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[strapple's solution](#)

226.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[strapple's solution](#)

227.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[strapple's solution](#)

228.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[strapple's solution](#)

229.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[strapple's solution](#)

230.

2109C2

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

Quality: 8,637 global accepts · Rating: 1700 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[strapple's solution](#)

231.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[strapple's solution](#)

232.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[strapple's solution](#)

233.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[strapple's solution](#)

234.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[strapple's solution](#)

235.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[strapple's solution](#)

236.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[strapple's solution](#)

237.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[strapple's solution](#)

238.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[strapple's solution](#)

239.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[strapple's solution](#)

240.

1982D

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[strapple's solution](#)

241.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[strapple's solution](#)

242.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[strapple's solution](#)

243.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[strapple's solution](#)

244.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[strapple's solution](#)

245.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[strapple's solution](#)

246.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[strapple's solution](#)

247.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[strapple's solution](#)

248.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[strapple's solution](#)

249.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[strapple's solution](#)

250.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

251.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[strapple's solution](#)

252.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[strapple's solution](#)

253.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[strapple's solution](#)

254.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[strapple's solution](#)

255.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[strapple's solution](#)

256.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[strapple's solution](#)

257.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[strapple's solution](#)

258.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[strapple's solution](#)

259.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[strapple's solution](#)

260.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[strapple's solution](#)

261.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[strapple's solution](#)

262.

2187B

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

Quality: 5,284 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[strapple's solution](#)

263.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[strapple's solution](#)

264.

2138C1

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

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

[strapple's solution](#)

265.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[strapple's solution](#)

266.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[strapple's solution](#)

267.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[strapple's solution](#)

268.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

[strapple's solution](#)

269.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[strapple's solution](#)

270.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[strapple's solution](#)

271.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[strapple's solution](#)

272.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[strapple's solution](#)

273.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[strapple's solution](#)

274.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[strapple's solution](#)

275.

1118F1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[strapple's solution](#)

276.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[strapple's solution](#)

277.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[strapple's solution](#)

278.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[strapple's solution](#)

279.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[strapple's solution](#)

280.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[strapple's solution](#)

281.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[strapple's solution](#)

282.

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[strapple's solution](#)

283.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[strapple's solution](#)

284.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[strapple's solution](#)

285.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[strapple's solution](#)

286.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[strapple's solution](#)

287.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[strapple's solution](#)

288.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[strapple's solution](#)

289.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[strapple's solution](#)

290.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[strapple's solution](#)

291.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[strapple's solution](#)

292.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-07-27 · last AC: 2021-07-27 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[strapple's solution](#)

293.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[strapple's solution](#)

294.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,873 global accepts · Rating: 1800 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: bitmasks, dp

[strapple's solution](#)

295.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[strapple's solution](#)

296.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[strapple's solution](#)

297.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

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298.

1442B

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299.

1442A

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300.

1420D

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301.

1396B

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Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

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302.

1401D

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303.

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

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304.

2190B2

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305.

2180C

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306.

2180D

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307.

2165B

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308.

2138B

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309.

2129C1

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310.

2089B1

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311.

2066B

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312.

2053E

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[strapple's solution](#)

313.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
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314.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees
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315.

1991E

[Coloring Game](#) · [Tutorial](#)

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316.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
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317.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[strapple's solution](#)

318.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,409 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
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319.

1909I

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[strapple's solution](#)

320.

1887B

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321.

1887A2

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[strapple's solution](#)

322.

1817B

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Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
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323.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
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324.

1677C

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similar, graphs, greedy

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325.

1600E

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326.

1601B

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327.

739B

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328.

1558B

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329.

1383B

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330.

1439A2

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331.

961E

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Quality: 4,233 global accepts · Rating: 1900 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[strapple's solution](#)

332.

459E

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[strapple's solution](#)

333.

550D

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334.

476D

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Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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335.

1492D

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336.

1477B

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337.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[strapple's solution](#)

338.

1444B

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Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[strapple's solution](#)

339.

1413C

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340.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings
[strapple's solution](#)

341.

1434A

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Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
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342.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
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343.

1384B1

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344.

711D

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345.

2178E

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[strapple's solution](#)

346.

2165C

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[strapple's solution](#)

347.

2138C2

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

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

[strapple's solution](#)

348.

2135C

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349.

2129C2

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Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[strapple's solution](#)

350.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[strapple's solution](#)

351.

2096D

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[strapple's solution](#)

352.

2057D

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Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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353.

2048E

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354.

1923E

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355.

1672F1

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356.

1370D

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357.

1994E

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358.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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359.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

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360.

1987E

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361.

1943B

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362.

1951E

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363.

1951D

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364.

1936B

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Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

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365.

1753C

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366.

1209G1

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367.

1641B

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368.

1132F

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Quality: 10,705 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

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369.

1612E

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370.

1584D

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Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[strapple's solution](#)

371.

1599C

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372.

797E

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373.

1416C

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374.

1558C

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375.

475D

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376.

1481D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[strapple's solution](#)

377.

1451E1

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

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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378.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 2000 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[strapple's solution](#)

379.

1426F

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[strapple's solution](#)

380.

235B

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[strapple's solution](#)

381.

1408D

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Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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382.

1399E1

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383.

1388D

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384.

1379C

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385.

2183E

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386.

2183D2

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387.

2115B

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388.

2159B

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389.

2152E

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390.

2150C

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391.

2135D1

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

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

[strapple's solution](#)

392.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[strapple's solution](#)

393.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[strapple's solution](#)

394.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[strapple's solution](#)

395.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[strapple's solution](#)

396.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[strapple's solution](#)

397.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[strapple's solution](#)

398.

2004E

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

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[strapple's solution](#)

399.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[strapple's solution](#)

400.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[strapple's solution](#)

401.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[strapple's solution](#)

402.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[strapple's solution](#)

403.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[strapple's solution](#)

404.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[strapple's solution](#)

405.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[strapple's solution](#)

406.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[strapple's solution](#)

407.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[strapple's solution](#)

408.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math
[strapple's solution](#)

409.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[strapple's solution](#)

410.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[strapple's solution](#)

411.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2021-05-20 · last AC: 2021-05-20 · GNU C++11 (first AC) · Tags: flows, graphs, math
[strapple's solution](#)

412.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[strapple's solution](#)

413.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: greedy, math, ternary search
[strapple's solution](#)

414.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[strapple's solution](#)

415.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[strapple's solution](#)

416.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[strapple's solution](#)

417.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[strapple's solution](#)

418.

2178F

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

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

[strapple's solution](#)

419.

850C

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

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games

[strapple's solution](#)

420.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[strapple's solution](#)

421.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[strapple's solution](#)

422.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[strapple's solution](#)

423.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

424.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[strapple's solution](#)

425.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[strapple's solution](#)

426.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[strapple's solution](#)

427.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[strapple's solution](#)

428.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[strapple's solution](#)

429.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[strapple's solution](#)

430.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[strapple's solution](#)

431.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[strapple's solution](#)

432.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[strapple's solution](#)

433.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[strapple's solution](#)

434.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[strapple's solution](#)

435.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[strapple's solution](#)

436.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[strapple's solution](#)

437.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[strapple's solution](#)

438.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[strapple's solution](#)

439.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[strapple's solution](#)

440.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[strapple's solution](#)

441.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[strapple's solution](#)

442.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[strapple's solution](#)

443.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[strapple's solution](#)

444.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[strapple's solution](#)

445.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[strapple's solution](#)

446.

7D

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: hashing, strings

[strapple's solution](#)

447.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[strapple's solution](#)

448.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[strapple's solution](#)

449.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-01-10 · last AC: 2021-01-11 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[strapple's solution](#)

450.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

451.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[strapple's solution](#)

452.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[strapple's solution](#)

453.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[strapple's solution](#)

454.

1399E2

[Weights Division \(hard version\) · Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[strapple's solution](#)

455.

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[strapple's solution](#)

456.

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[strapple's solution](#)

457.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · last AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[strapple's solution](#)

458.

2164E

[Journey · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[strapple's solution](#)

459.

2159C

[Twin Polynomials · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[strapple's solution](#)

460.

2147E

[Maximum OR Popcount · Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[strapple's solution](#)

461.

311E

[Biologist · Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[strapple's solution](#)

462.

1139D

[Steps to One · Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[strapple's solution](#)

463.

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

464.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[strapple's solution](#)

465.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[strapple's solution](#)

466.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[strapple's solution](#)

467.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[strapple's solution](#)

468.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[strapple's solution](#)

469.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[strapple's solution](#)

470.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[strapple's solution](#)

471.

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[strapple's solution](#)

472.

2057E1

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

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[strapple's solution](#)

473.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

474.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[strapple's solution](#)

475.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[strapple's solution](#)

476.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[strapple's solution](#)

477.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[strapple's solution](#)

478.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[strapple's solution](#)

479.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[strapple's solution](#)

480.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[strapple's solution](#)

481.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[strapple's solution](#)

482.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[strapple's solution](#)

483.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[strapple's solution](#)

484.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[strapple's solution](#)

485.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[strapple's solution](#)

486.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[strapple's solution](#)

487.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[strapple's solution](#)

488.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[strapple's solution](#)

489.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[strapple's solution](#)

490.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[strapple's solution](#)

491.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[strapple's solution](#)

492.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[strapple's solution](#)

493.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[strapple's solution](#)

494.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[strapple's solution](#)

495.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[strapple's solution](#)

496.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[strapple's solution](#)

497.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[strapple's solution](#)

498.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[strapple's solution](#)

499.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[strapple's solution](#)

500.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2021-07-24 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: data structures, math

[strapple's solution](#)

501.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[strapple's solution](#)

502.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[strapple's solution](#)

503.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: flows

[strapple's solution](#)

504.

1451E2

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

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive

algorithms, interactive, math

[strapple's solution](#)

505.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[strapple's solution](#)

506.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: dp, sortings

[strapple's solution](#)

507.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[strapple's solution](#)

508.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[strapple's solution](#)

509.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory

[strapple's solution](#)

510.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-10-18 · last AC: 2025-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[strapple's solution](#)

511.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[strapple's solution](#)

512.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[strapple's solution](#)

513.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities

[strapple's solution](#)

514.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

515.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[strapple's solution](#)

516.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[strapple's solution](#)

517.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[strapple's solution](#)

518.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[strapple's solution](#)

519.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[strapple's solution](#)

520.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings
[strapple's solution](#)

521.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[strapple's solution](#)

522.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[strapple's solution](#)

523.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, hashing, implementation
[strapple's solution](#)

524.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[strapple's solution](#)

525.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[strapple's solution](#)

526.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[strapple's solution](#)

527.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[strapple's solution](#)

528.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[strapple's solution](#)

529.

1436E

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

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[strapple's solution](#)

530.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: strings

[strapple's solution](#)

531.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[strapple's solution](#)

532.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[strapple's solution](#)

533.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[strapple's solution](#)

534.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[strapple's solution](#)

535.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[strapple's solution](#)

536.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[strapple's solution](#)

537.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[strapple's solution](#)

538.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[strapple's solution](#)

539.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[strapple's solution](#)

540.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures

[strapple's solution](#)

541.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[strapple's solution](#)

542.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[strapple's solution](#)

543.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-02 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[strapple's solution](#)

544.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs
[strapple's solution](#)

545.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[strapple's solution](#)

546.

2183F

[Jumping Man](#) · [Tutorial](#)

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

547.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[strapple's solution](#)

548.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[strapple's solution](#)

549.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[strapple's solution](#)

550.

2135D2

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

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[strapple's solution](#)

551.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
[strapple's solution](#)

552.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[strapple's solution](#)

553.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[strapple's solution](#)

554.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings
[strapple's solution](#)

555.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[strapple's solution](#)

556.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[strapple's solution](#)

557.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[strapple's solution](#)

558.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[strapple's solution](#)

559.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings
[strapple's solution](#)

560.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[strapple's solution](#)

561.

1976E

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

Quality: 1,303 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[strapple's solution](#)

562.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[strapple's solution](#)

563.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[strapple's solution](#)

564.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, divide and conquer, dp, graphs, trees

[strapple's solution](#)

565.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[strapple's solution](#)

566.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[strapple's solution](#)

567.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[strapple's solution](#)

568.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[strapple's solution](#)

569.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[strapple's solution](#)

570.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[strapple's solution](#)

571.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[strapple's solution](#)

572.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[strapple's solution](#)

573.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[strapple's solution](#)

574.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[strapple's solution](#)

575.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[strapple's solution](#)

576.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[strapple's solution](#)

577.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[strapple's solution](#)

578.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[strapple's solution](#)

579.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[strapple's solution](#)

580.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[strapple's solution](#)

581.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[strapple's solution](#)

582.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[strapple's solution](#)

583.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[strapple's solution](#)

584.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[strapple's solution](#)

585.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[strapple's solution](#)

586.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[strapple's solution](#)

587.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[strapple's solution](#)

588.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[strapple's solution](#)

589.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-10-19 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[strapple's solution](#)

590.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[strapple's solution](#)

591.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[strapple's solution](#)

592.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · last AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[strapple's solution](#)

593.

1548C

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

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

594.

1549E

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

Rating: 2500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

595.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[strapple's solution](#)

596.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[strapple's solution](#)

597.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures, math

[strapple's solution](#)

598.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings

[strapple's solution](#)

599.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[strapple's solution](#)

600.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[strapple's solution](#)

601.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, dp

[strapple's solution](#)

602.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[strapple's solution](#)

603.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[strapple's solution](#)

604.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-01-07 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[strapple's solution](#)

605.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[strapple's solution](#)

606.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[strapple's solution](#)

607.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[strapple's solution](#)

608.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[strapple's solution](#)

609.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · last AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[strapple's solution](#)

610.

1657F

[Words on Tree](#) · [Tutorial](#)

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

[strapple's solution](#)

611.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[strapple's solution](#)

612.

2109C3

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

Quality: 3,202 global accepts · Rating: 2600 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[strapple's solution](#)

613.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[strapple's solution](#)

614.

2081D

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

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu,

graphs, greedy, math, number theory, sortings, trees

[strapple's solution](#)

615.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[strapple's solution](#)

616.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[strapple's solution](#)

617.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[strapple's solution](#)

618.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[strapple's solution](#)

619.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

620.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[strapple's solution](#)

621.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[strapple's solution](#)

622.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[strapple's solution](#)

623.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[strapple's solution](#)

624.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[strapple's solution](#)

625.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[strapple's solution](#)

626.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[strapple's solution](#)

627.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[strapple's solution](#)

628.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[strapple's solution](#)

629.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[strapple's solution](#)

630.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[strapple's solution](#)

631.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[strapple's solution](#)

632.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[strapple's solution](#)

633.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[strapple's solution](#)

634.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[strapple's solution](#)

635.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[strapple's solution](#)

636.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[strapple's solution](#)

637.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[strapple's solution](#)

638.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[strapple's solution](#)

639.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[strapple's solution](#)

640.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[strapple's solution](#)

641.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[strapple's solution](#)

642.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

643.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[strapple's solution](#)

644.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[strapple's solution](#)

645.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[strapple's solution](#)

646.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: strings

[strapple's solution](#)

647.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[strapple's solution](#)

648.

622F

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

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[strapple's solution](#)

649.

1051E

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

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[strapple's solution](#)

650.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[strapple's solution](#)

651.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[strapple's solution](#)

652.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[strapple's solution](#)

653.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[strapple's solution](#)

654.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[strapple's solution](#)

655.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[strapple's solution](#)

656.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[strapple's solution](#)

657.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[strapple's solution](#)

658.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy

[strapple's solution](#)

659.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[strapple's solution](#)

660.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[strapple's solution](#)

661.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[strapple's solution](#)

662.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[strapple's solution](#)

663.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy

[strapple's solution](#)

664.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[strapple's solution](#)

665.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[strapple's solution](#)

666.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[strapple's solution](#)

667.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[strapple's solution](#)

668.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: matrices, strings
[strapple's solution](#)

669.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[strapple's solution](#)

670.

1027G

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

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory
[strapple's solution](#)

671.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[strapple's solution](#)

672.

152D

[Frames](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[strapple's solution](#)

673.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[strapple's solution](#)

674.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[strapple's solution](#)

675.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[strapple's solution](#)

676.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[strapple's solution](#)

677.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[strapple's solution](#)

678.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[strapple's solution](#)

679.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry, greedy

[strapple's solution](#)

680.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, expression parsing

[strapple's solution](#)

681.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[strapple's solution](#)

682.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[strapple's solution](#)

683.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[strapple's solution](#)

684.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[strapple's solution](#)

685.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[strapple's solution](#)

686.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[strapple's solution](#)

687.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[strapple's solution](#)

688.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[strapple's solution](#)

689.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[strapple's solution](#)

690.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: data structures, greedy
[strapple's solution](#)

691.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: data structures
[strapple's solution](#)

692.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[strapple's solution](#)

693.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: interactive, math, number theory
[strapple's solution](#)

694.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

data structures, greedy, math, trees

[strapple's solution](#)

695.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[strapple's solution](#)

696.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

697.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[strapple's solution](#)

698.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[strapple's solution](#)

699.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[strapple's solution](#)

700.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[strapple's solution](#)

701.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[strapple's solution](#)

702.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, two pointers

[strapple's solution](#)

703.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[strapple's solution](#)

704.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[strapple's solution](#)

705.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[strapple's solution](#)

706.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[strapple's solution](#)

707.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[strapple's solution](#)

708.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[strapple's solution](#)

709.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[strapple's solution](#)

710.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[strapple's solution](#)

711.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[strapple's solution](#)

712.

2025F

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

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[strapple's solution](#)

713.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[strapple's solution](#)

714.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs
[strapple's solution](#)

715.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[strapple's solution](#)

716.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[strapple's solution](#)

717.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[strapple's solution](#)

718.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
[strapple's solution](#)

719.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[strapple's solution](#)

720.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings
[strapple's solution](#)

721.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy
[strapple's solution](#)

722.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[strapple's solution](#)

723.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[strapple's solution](#)

724.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[strapple's solution](#)

725.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[strapple's solution](#)

726.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[strapple's solution](#)

727.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[strapple's solution](#)

728.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[strapple's solution](#)

729.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[strapple's solution](#)

730.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[strapple's solution](#)

731.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-07-22 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[strapple's solution](#)

732.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[strapple's solution](#)

733.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[strapple's solution](#)

734.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[strapple's solution](#)

735.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, hashing, implementation

[strapple's solution](#)

736.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[strapple's solution](#)

737.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[strapple's solution](#)

738.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[strapple's solution](#)

739.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[strapple's solution](#)

740.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[strapple's solution](#)

741.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[strapple's solution](#)

742.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[strapple's solution](#)

743.

1451F

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

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[strapple's solution](#)

744.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[strapple's solution](#)

745.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[strapple's solution](#)

746.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: flows
[strapple's solution](#)

747.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[strapple's solution](#)

748.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[strapple's solution](#)

749.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees
[strapple's solution](#)

750.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[strapple's solution](#)

751.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[strapple's solution](#)

752.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[strapple's solution](#)

753.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[strapple's solution](#)

754.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

755.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[strapple's solution](#)

756.

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[strapple's solution](#)

757.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
[strapple's solution](#)

758.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[strapple's solution](#)

759.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees
[strapple's solution](#)

760.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
[strapple's solution](#)

761.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[strapple's solution](#)

762.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[strapple's solution](#)

763.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[strapple's solution](#)

764.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[strapple's solution](#)

765.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[strapple's solution](#)

766.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[strapple's solution](#)

767.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[strapple's solution](#)

768.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[strapple's solution](#)

769.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[strapple's solution](#)

770.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[strapple's solution](#)

771.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[strapple's solution](#)

772.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths
[strapple's solution](#)

773.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[strapple's solution](#)

774.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings
[strapple's solution](#)

775.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[strapple's solution](#)

776.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[strapple's solution](#)

777.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[strapple's solution](#)

778.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices
[strapple's solution](#)

779.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[strapple's solution](#)

780.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing
[strapple's solution](#)

781.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[strapple's solution](#)

782.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[strapple's solution](#)

783.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[strapple's solution](#)

784.

1600B

[Mars](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

785.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing
[strapple's solution](#)

786.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[strapple's solution](#)

787.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[strapple's solution](#)

788.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, dsu
[strapple's solution](#)

789.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-04-28 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[strapple's solution](#)

790.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[strapple's solution](#)

791.

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[strapple's solution](#)

792.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[strapple's solution](#)

793.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
[strapple's solution](#)

794.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation
[strapple's solution](#)

795.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[strapple's solution](#)

796.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[strapple's solution](#)

797.

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[strapple's solution](#)

798.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[strapple's solution](#)

799.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[strapple's solution](#)

800.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[strapple's solution](#)

801.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[strapple's solution](#)

802.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[strapple's solution](#)

803.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[strapple's solution](#)

804.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[strapple's solution](#)

805.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[strapple's solution](#)

806.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[strapple's solution](#)

807.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[strapple's solution](#)

808.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, flows, graph matchings
[strapple's solution](#)

809.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math
[strapple's solution](#)

810.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[strapple's solution](#)

811.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[strapple's solution](#)

812.

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[strapple's solution](#)

813.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

814.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[strapple's solution](#)

815.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[strapple's solution](#)

816.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[strapple's solution](#)

817.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[strapple's solution](#)

818.

1510F

[Fiber Shape](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

819.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[strapple's solution](#)

820.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[strapple's solution](#)

821.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[strapple's solution](#)

822.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[strapple's solution](#)

823.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[strapple's solution](#)

824.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[strapple's solution](#)

825.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[strapple's solution](#)

826.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[strapple's solution](#)

827.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[strapple's solution](#)

828.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[strapple's solution](#)

829.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[strapple's solution](#)

830.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[strapple's solution](#)

831.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[strapple's solution](#)

832.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[strapple's solution](#)

833.

290F

[Greedy Petya](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, graphs, greedy

[strapple's solution](#)

834.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[strapple's solution](#)

835.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[strapple's solution](#)

836.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[strapple's solution](#)

837.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[strapple's solution](#)

838.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[strapple's solution](#)

839.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[strapple's solution](#)

840.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[strapple's solution](#)

841.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[strapple's solution](#)

842.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[strapple's solution](#)

843.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[strapple's solution](#)

844.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[strapple's solution](#)

845.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[strapple's solution](#)

846.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[strapple's solution](#)

847.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[strapple's solution](#)

848.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

849.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[strapple's solution](#)

850.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: flows

[strapple's solution](#)

851.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[strapple's solution](#)

852.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[strapple's solution](#)

853.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[strapple's solution](#)

854.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[strapple's solution](#)

855.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[strapple's solution](#)

856.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[strapple's solution](#)

857.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: flows

[strapple's solution](#)

858.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[strapple's solution](#)

859.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[strapple's solution](#)

860.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[strapple's solution](#)

861.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[strapple's solution](#)

862.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[strapple's solution](#)

863.

1773G

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

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[strapple's solution](#)

864.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[strapple's solution](#)

865.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[strapple's solution](#)

866.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees
[strapple's solution](#)

867.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[strapple's solution](#)

868.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp
[strapple's solution](#)

869.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[strapple's solution](#)

870.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[strapple's solution](#)

871.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees
[strapple's solution](#)

872.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
[strapple's solution](#)

873.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[strapple's solution](#)

874.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-09-12 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

875.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[strapple's solution](#)

876.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[strapple's solution](#)

877.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[strapple's solution](#)

878.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation
[strapple's solution](#)

879.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees
[strapple's solution](#)

880.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[strapple's solution](#)

881.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[strapple's solution](#)

882.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[strapple's solution](#)

883.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math
[strapple's solution](#)

884.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[strapple's solution](#)

885.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data

structures, dfs and similar, dp, graphs, math, trees

[strapple's solution](#)

886.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[strapple's solution](#)

887.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[strapple's solution](#)

888.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory

[strapple's solution](#)

889.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[strapple's solution](#)

890.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[strapple's solution](#)

891.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[strapple's solution](#)

892.

2059E2

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

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[strapple's solution](#)

893.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[strapple's solution](#)

894.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

895.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs,

interactive

[strapple's solution](#)

896.

1314E

[Strange Function](#) · [Tutorial](#)

Quality: 2900 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[strapple's solution](#)

897.

809D

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

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[strapple's solution](#)

898.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[strapple's solution](#)

899.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[strapple's solution](#)

900.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows

[strapple's solution](#)

901.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, math

[strapple's solution](#)

902.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[strapple's solution](#)

903.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[strapple's solution](#)

904.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[strapple's solution](#)

905.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-12-02 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[strapple's solution](#)

906.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy
[strapple's solution](#)

907.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[strapple's solution](#)

908.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[strapple's solution](#)

909.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[strapple's solution](#)

910.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[strapple's solution](#)

911.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[strapple's solution](#)

912.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[strapple's solution](#)

913.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[strapple's solution](#)

914.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[strapple's solution](#)

915.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[strapple's solution](#)

916.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[strapple's solution](#)

917.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[strapple's solution](#)

918.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[strapple's solution](#)

919.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

920.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[strapple's solution](#)

921.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices

[strapple's solution](#)

922.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: strings

[strapple's solution](#)

923.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[strapple's solution](#)

924.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[strapple's solution](#)

925.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-18 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

926.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-06 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[strapple's solution](#)

927.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[strapple's solution](#)

928.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[strapple's solution](#)

929.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[strapple's solution](#)

930.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[strapple's solution](#)

931.

2129E

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

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[strapple's solution](#)

932.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math

[strapple's solution](#)

933.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[strapple's solution](#)

934.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[strapple's solution](#)

935.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings

[strapple's solution](#)

936.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[strapple's solution](#)

937.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[strapple's solution](#)

938.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[strapple's solution](#)

939.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[strapple's solution](#)

940.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[strapple's solution](#)

941.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[strapple's solution](#)

942.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[strapple's solution](#)

943.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[strapple's solution](#)

944.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[strapple's solution](#)

945.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[strapple's solution](#)

946.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[strapple's solution](#)

947.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[strapple's solution](#)

948.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[strapple's solution](#)

949.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[strapple's solution](#)

950.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graphs

[strapple's solution](#)

951.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[strapple's solution](#)

952.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[strapple's solution](#)

953.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[strapple's solution](#)

954.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[strapple's solution](#)

955.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[strapple's solution](#)

956.

1989F

[Simultaneous Coloring](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[strapple's solution](#)

957.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[strapple's solution](#)

958.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[strapple's solution](#)

959.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[strapple's solution](#)

960.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[strapple's solution](#)

961.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[strapple's solution](#)

962.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, fft, number theory

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963.

1361E

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Quality: 987 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

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964.

1983G

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Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[strapple's solution](#)

965.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[strapple's solution](#)

966.

666D

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Quality: 311 global accepts · Rating: 3000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry
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967.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[strapple's solution](#)

968.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices
[strapple's solution](#)

969.

280E

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Quality: 261 global accepts · Rating: 3000 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
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970.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees
[strapple's solution](#)

971.

618F

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Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers
[strapple's solution](#)

972.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[strapple's solution](#)

973.

1583G

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Quality: 496 global accepts · Rating: 3000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
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974.

1603D

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[strapple's solution](#)

975.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees
[strapple's solution](#)

976.

1615H

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Quality: 386 global accepts · Rating: 3000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms,

data structures, divide and conquer, flows, graphs, shortest paths

[strapple's solution](#)

977.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 3000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[strapple's solution](#)

978.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

979.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[strapple's solution](#)

980.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[strapple's solution](#)

981.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: data structures, strings

[strapple's solution](#)

982.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-07-24 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[strapple's solution](#)

983.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-05-22 · last AC: 2021-05-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[strapple's solution](#)

984.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: interactive, probabilities, trees

[strapple's solution](#)

985.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-06-16 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[strapple's solution](#)

986.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-07-24 · last AC: 2026-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[strapple's solution](#)

987.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

988.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[strapple's solution](#)

989.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[strapple's solution](#)

990.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[strapple's solution](#)

991.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[strapple's solution](#)

992.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[strapple's solution](#)

993.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search

[strapple's solution](#)

994.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[strapple's solution](#)

995.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[strapple's solution](#)

996.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, trees

[strapple's solution](#)

997.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-08 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[strapple's solution](#)

998.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[strapple's solution](#)

999.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[strapple's solution](#)

1000.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[strapple's solution](#)

1001.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[strapple's solution](#)

1002.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[strapple's solution](#)

1003.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[strapple's solution](#)

1004.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math

[strapple's solution](#)

1005.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[strapple's solution](#)

1006.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings

[strapple's solution](#)

1007.

2027E2

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

Quality: 110 global accepts · Rating: 3100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[strapple's solution](#)

1008.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[strapple's solution](#)

1009.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[strapple's solution](#)

1010.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[strapple's solution](#)

1011.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[strapple's solution](#)

1012.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

1013.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

1014.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[strapple's solution](#)

1015.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[strapple's solution](#)

1016.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[strapple's solution](#)

1017.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[strapple's solution](#)

1018.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows

[strapple's solution](#)

1019.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

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1020.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees

[strapple's solution](#)

1021.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

1022.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy

[strapple's solution](#)

1023.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[strapple's solution](#)

1024.

1924E

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Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[strapple's solution](#)

1025.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[strapple's solution](#)

1026.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[strapple's solution](#)

1027.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[strapple's solution](#)

1028.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy
[strapple's solution](#)

1029.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games
[strapple's solution](#)

1030.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[strapple's solution](#)

1031.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees
[strapple's solution](#)

1032.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[strapple's solution](#)

1033.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: math
[strapple's solution](#)

1034.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy
[strapple's solution](#)

1035.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[strapple's solution](#)

1036.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[strapple's solution](#)

1037.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[strapple's solution](#)

1038.

2180F2

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

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[strapple's solution](#)

1039.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[strapple's solution](#)

1040.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: flows

[strapple's solution](#)

1041.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[strapple's solution](#)

1042.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[strapple's solution](#)

1043.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[strapple's solution](#)

1044.

1598G

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

Quality: 405 global accepts · Rating: 3200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[strapple's solution](#)

1045.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

1046.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[strapple's solution](#)

1047.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[strapple's solution](#)

1048.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[strapple's solution](#)

1049.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices
[strapple's solution](#)

1050.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[strapple's solution](#)

1051.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[strapple's solution](#)

1052.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[strapple's solution](#)

1053.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[strapple's solution](#)

1054.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory

[strapple's solution](#)

1055.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[strapple's solution](#)

1056.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[strapple's solution](#)

1057.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[strapple's solution](#)

1058.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[strapple's solution](#)

1059.

2080A

[Strong Connectivity Strikes Back](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, graphs

[strapple's solution](#)

1060.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[strapple's solution](#)

1061.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[strapple's solution](#)

1062.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[strapple's solution](#)

1063.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[strapple's solution](#)

1064.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[strapple's solution](#)

1065.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[strapple's solution](#)

1066.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[strapple's solution](#)

1067.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[strapple's solution](#)

1068.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[strapple's solution](#)

1069.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs
[strapple's solution](#)

1070.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[strapple's solution](#)

1071.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees
[strapple's solution](#)

1072.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[strapple's solution](#)

1073.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[strapple's solution](#)

1074.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive
[strapple's solution](#)

1075.

1368G

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

Quality: 676 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, graphs, trees
[strapple's solution](#)

1076.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[strapple's solution](#)

1077.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math
[strapple's solution](#)

1078.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
[strapple's solution](#)

1079.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[strapple's solution](#)

1080.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[strapple's solution](#)

1081.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[strapple's solution](#)

1082.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[strapple's solution](#)

1083.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures
[strapple's solution](#)

1084.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[strapple's solution](#)

1085.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[strapple's solution](#)

1086.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math
[strapple's solution](#)

1087.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[strapple's solution](#)

1088.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: fft, math
[strapple's solution](#)

1089.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[strapple's solution](#)

1090.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-10-08 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[strapple's solution](#)

1091.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[strapple's solution](#)

1092.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[strapple's solution](#)

1093.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[strapple's solution](#)

1094.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[strapple's solution](#)

1095.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[strapple's solution](#)

1096.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[strapple's solution](#)

1097.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[strapple's solution](#)

1098.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, graphs, greedy, schedules

[strapple's solution](#)

1099.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

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

[strapple's solution](#)

1100.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[strapple's solution](#)

1101.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[strapple's solution](#)

1102.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-09-19 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[strapple's solution](#)

1103.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · last AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

1104.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[strapple's solution](#)

1105.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[strapple's solution](#)

1106.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[strapple's solution](#)

1107.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[strapple's solution](#)

1108.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[strapple's solution](#)

1109.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[strapple's solution](#)

1110.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[strapple's solution](#)

1111.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[strapple's solution](#)

1112.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[strapple's solution](#)

1113.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[strapple's solution](#)

1114.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-02-24 · last AC: 2024-06-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[strapple's solution](#)

1115.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[strapple's solution](#)

1116.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[strapple's solution](#)

1117.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[strapple's solution](#)

1118.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[strapple's solution](#)

1119.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[strapple's solution](#)

1120.

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[strapple's solution](#)

1121.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings
[strapple's solution](#)

1122.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[strapple's solution](#)

1123.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[strapple's solution](#)

1124.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[strapple's solution](#)

1125.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: combinatorics, fft, math
[strapple's solution](#)

1126.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities
[strapple's solution](#)

1127.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: games
[strapple's solution](#)

1128.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[strapple's solution](#)

1129.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[strapple's solution](#)

1130.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[strapple's solution](#)

1131.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, interactive

[strapple's solution](#)

1132.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[strapple's solution](#)

1133.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[strapple's solution](#)

1134.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[strapple's solution](#)

1135.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[strapple's solution](#)

1136.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[strapple's solution](#)

1137.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[strapple's solution](#)

1138.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[strapple's solution](#)

1139.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[strapple's solution](#)

1140.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math

[strapple's solution](#)

1141.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[strapple's solution](#)

1142.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[strapple's solution](#)

1143.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[strapple's solution](#)

1144.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[strapple's solution](#)

1145.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[strapple's solution](#)

1146.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[strapple's solution](#)

1147.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2026-04-07 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[strapple's solution](#)

1148.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[strapple's solution](#)

1149.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[strapple's solution](#)

1150.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[strapple's solution](#)

1151.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: games

[strapple's solution](#)

1152.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[strapple's solution](#)

1153.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[strapple's solution](#)

1154.

2152H2

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[strapple's solution](#)

1155.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[strapple's solution](#)

1156.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[strapple's solution](#)

1157.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[strapple's solution](#)

1158.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[strapple's solution](#)

1159.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[strapple's solution](#)

1160.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[strapple's solution](#)

1161.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[strapple's solution](#)

1162.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[strapple's solution](#)

1163.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[strapple's solution](#)

1164.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2025-07-26 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer

[strapple's solution](#)

1165.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[strapple's solution](#)

1166.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[strapple's solution](#)

1167.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[strapple's solution](#)

1168.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[strapple's solution](#)

1169.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[strapple's solution](#)

1170.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2025-02-05 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs

[strapple's solution](#)

1171.

2053I2

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

Quality: 107 global accepts · Rating: 3500 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers

[strapple's solution](#)

1172.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[strapple's solution](#)

1173.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1174.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[strapple's solution](#)

1175.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[strapple's solution](#)

1176.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[strapple's solution](#)

1177.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[strapple's solution](#)

1178.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[strapple's solution](#)

1179.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[strapple's solution](#)

1180.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[strapple's solution](#)

1181.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
[strapple's solution](#)

1182.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[strapple's solution](#)

1183.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[strapple's solution](#)

1184.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-04-04 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[strapple's solution](#)

1185.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[strapple's solution](#)

1186.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[strapple's solution](#)

1187.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[strapple's solution](#)

1188.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[strapple's solution](#)

1189.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games
[strapple's solution](#)

1190.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[strapple's solution](#)

1191.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[strapple's solution](#)

1192.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[strapple's solution](#)

1193.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: games
[strapple's solution](#)

1194.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[strapple's solution](#)

1195.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
[strapple's solution](#)

1196.

2219C

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

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[strapple's solution](#)

1197.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,969 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[strapple's solution](#)

1198.

2219B2

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

Quality: 3,200 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[strapple's solution](#)

1199.

2219B1

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

Quality: 3,592 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[strapple's solution](#)

1200.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1201.

106384I

[Sawtooth](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1202.

106384E

[Q1ác1a](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1203.

106384C

[g, Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1204.

106384D

[~AitWanw](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1205.

106384F

[Tutorial d Sir1](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1206.

106384M

[s-z Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1207.

106384G

[LaVI-Bavellabion · Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1208.

106384J

[g4 Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1209.

106384H

[f%eå q \(MyGO!!!! Tutorial\)](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1210.

106384K

[Y\) Tutorial / 2 • ü TCEI4fv](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1211.

106384B

[N\) Tutorial / 1 • LN `T\)ges •-T'](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[strapple's solution](#)

1212.

106384L

[\(\(Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1213.

106078E

[Mars](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1214.

102978E

[Edge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[strapple's solution](#)

1215.

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[strapple's solution](#)

1216.

104097C

[~sN—ój \(Ceremony\)](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[strapple's solution](#)

1217.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[strapple's solution](#)

1218.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1219.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math

[strapple's solution](#)

1220.

105870C

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1221.

105870B

[Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1222.

105870A

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

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1223.

105870D

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

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1224.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1225.

105837E

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

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[strapple's solution](#)

1226.

102154C

[Quick sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[strapple's solution](#)

1227.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · last AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[strapple's solution](#)

1228.

104725H

[Wj&N2n8b](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1229.

104651C

[Clique Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1230.

104819F

[Four K3](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1231.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[strapple's solution](#)

1232.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1233.

102979E

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

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1234.

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1235.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1236.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1237.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[strapple's solution](#)

1238.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[strapple's solution](#)

1239.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · Kotlin 1.5 (first AC) · Tags: *special, greedy, implementation

[strapple's solution](#)

1240.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · Kotlin 1.4 (first AC) · Tags: *special, math

[strapple's solution](#)

1241.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · last AC: 2022-02-20 · Kotlin 1.5 (first AC) · Tags: *special

[strapple's solution](#)

1242.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[strapple's solution](#)

1243.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[strapple's solution](#)

1244.

103449F

[àPaPdnarG](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[strapple's solution](#)

1245.

103449B

[Antigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[strapple's solution](#)

1246.

103449H

[Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1247.

103449C

[Find Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1248.

103449D

[Updating Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1249.

103449A

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1250.

103449E

[Rubik String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1251.

103449G

[Xor Plains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1252.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1253.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1254.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1255.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[strapple's solution](#)

1256.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —

[strapple's solution](#)