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Unique solved — suo 4r

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

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Filters: none

Count: 333

1.

2158A

[Suspension](#) · [Tutorial](#)

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2.

2180B

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3.

2180A

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4.

2173A

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5.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

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6.

2146A

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7.

2147A

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8.

2103A

[Common Multiple](#) · [Tutorial](#)

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9.

2122A

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Quality: 19,217 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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10.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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11.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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12.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

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13.

2075A

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14.

2071A

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

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15.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

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16.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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17.

2069A

[Was there an Array?](#) · [Tutorial](#)

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18.

2064A

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Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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19.

2062A

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Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-02-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings
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20.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

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21.

2061A

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

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22.

2063A

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23.

2060A

[Fibonacciess](#) · [Tutorial](#)

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24.

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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25.

2055A

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26.

2057A

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27.

2053A

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28.

2043A

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29.

2051B

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30.

2051A

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31.

2034A

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32.

1173A

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[suo_4r's solution](#)

33.

1185A

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34.

1180A

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35.

2031A

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36.

1186A

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37.

1189A

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38.

1191A

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39.

1982A

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40.

1200A

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41.

1206A

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42.

1244A

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43.

1979A

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44.

1978B

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45.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

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46.

2085A

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

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47.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

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48.

2062B

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[suo_4r's solution](#)

49.

2060C

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[suo_4r's solution](#)

50.

1166A

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51.

1169A

[Circle Metro](#) · [Tutorial](#)

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[suo_4r's solution](#)

52.

2031B

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

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53.

1206B

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54.

1204B

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55.

2147B

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[suo_4r's solution](#)

56.

2092B

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57.

2060B

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[suo_4r's solution](#)

58.

2055B

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[suo_4r's solution](#)

59.

2057B

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

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60.

2051C

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

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61.

2034B

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62.

1174A

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63.

1182A

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64.

1181A

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65.

1195B

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66.

1195A

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67.

1199B

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[suo_4r's solution](#)

68.

1199A

[City Day](#) · [Tutorial](#)

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69.

1204A

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70.

1215A

[Yellow Cards](#) · [Tutorial](#)

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71.

1244B

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[suo_4r's solution](#)

72.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy
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73.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[suo_4r's solution](#)

74.

2146B

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Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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75.

2103B

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76.

2122B

[Pile Shuffling](#) · [Tutorial](#)

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77.

2096B

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78.

2086B

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79.

2071B

[Perfecto](#) · [Tutorial](#)

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80.

2070B

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81.

2064B

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82.

1827A

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83.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
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84.

2063B

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

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85.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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86.

2043B

[Digits](#) · [Tutorial](#)

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87.

1166B

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88.

1173B

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89.

1189B

[Number Circle](#) · [Tutorial](#)

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90.

2158B

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91.

2041B

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92.

2041E

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93.

2172E

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Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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94.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

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95.

2085B

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implementation

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96.

2072C

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97.

2069B

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98.

2062C

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99.

2056C

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100.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[suo_4r's solution](#)

101.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[suo_4r's solution](#)

102.

2047C

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

Rating: 1200 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[suo_4r's solution](#)

103.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: sortings

[suo_4r's solution](#)

104.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[suo_4r's solution](#)

105.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[suo_4r's solution](#)

106.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[suo_4r's solution](#)

107.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[suo_4r's solution](#)

108.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory
[suo_4r's solution](#)

109.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: dp, greedy
[suo_4r's solution](#)

110.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[suo_4r's solution](#)

111.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[suo_4r's solution](#)

112.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[suo_4r's solution](#)

113.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-12-02 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths
[suo_4r's solution](#)

114.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[suo_4r's solution](#)

115.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[suo_4r's solution](#)

116.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[suo_4r's solution](#)

117.

2072D

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

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[suo_4r's solution](#)

118.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[suo_4r's solution](#)

119.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[suo_4r's solution](#)

120.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[suo_4r's solution](#)

121.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
[suo_4r's solution](#)

122.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation, strings
[suo_4r's solution](#)

123.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[suo_4r's solution](#)

124.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[suo_4r's solution](#)

125.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[suo_4r's solution](#)

126.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
[suo_4r's solution](#)

127.

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[suo_4r's solution](#)

128.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, interactive
[suo_4r's solution](#)

129.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[suo_4r's solution](#)

130.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[suo_4r's solution](#)

131.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math
[suo_4r's solution](#)

132.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: implementation
[suo_4r's solution](#)

133.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: dp
[suo_4r's solution](#)

134.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings
[suo_4r's solution](#)

135.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: math, number theory
[suo_4r's solution](#)

136.

1215B

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

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation
[suo_4r's solution](#)

137.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: implementation, math
[suo_4r's solution](#)

138.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[suo_4r's solution](#)

139.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[suo_4r's solution](#)

140.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[suo_4r's solution](#)

141.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[suo_4r's solution](#)

142.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[suo_4r's solution](#)

143.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[suo_4r's solution](#)

144.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[suo_4r's solution](#)

145.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[suo_4r's solution](#)

146.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[suo_4r's solution](#)

147.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[suo_4r's solution](#)

148.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[suo_4r's solution](#)

149.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers
[suo_4r's solution](#)

150.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: graphs, implementation
[suo_4r's solution](#)

151.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[suo_4r's solution](#)

152.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[suo_4r's solution](#)

153.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[suo_4r's solution](#)

154.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[suo_4r's solution](#)

155.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory
[suo_4r's solution](#)

156.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: greedy, math

[suo_4r's solution](#)

157.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2024-08-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[suo_4r's solution](#)

158.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[suo_4r's solution](#)

159.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[suo_4r's solution](#)

160.

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[suo_4r's solution](#)

161.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[suo_4r's solution](#)

162.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[suo_4r's solution](#)

163.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[suo_4r's solution](#)

164.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[suo_4r's solution](#)

165.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[suo_4r's solution](#)

166.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[suo_4r's solution](#)

167.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[suo_4r's solution](#)

168.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[suo_4r's solution](#)

169.

2047D

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

Rating: 1600 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[suo_4r's solution](#)

170.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[suo_4r's solution](#)

171.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: trees

[suo_4r's solution](#)

172.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: two pointers

[suo_4r's solution](#)

173.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[suo_4r's solution](#)

174.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2024-07-14 · PyPy 3-64 (first AC) · Tags: strings

[suo_4r's solution](#)

175.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[suo_4r's solution](#)

176.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: —

[suo_4r's solution](#)

177.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math
[suo_4r's solution](#)

178.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[suo_4r's solution](#)

179.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[suo_4r's solution](#)

180.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[suo_4r's solution](#)

181.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[suo_4r's solution](#)

182.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[suo_4r's solution](#)

183.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[suo_4r's solution](#)

184.

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[suo_4r's solution](#)

185.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[suo_4r's solution](#)

186.

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[suo_4r's solution](#)

187.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[suo_4r's solution](#)

188.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[suo_4r's solution](#)

189.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: data structures, greedy, strings

[suo_4r's solution](#)

190.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: implementation, math

[suo_4r's solution](#)

191.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[suo_4r's solution](#)

192.

2031D

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

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[suo_4r's solution](#)

193.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[suo_4r's solution](#)

194.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: dp, graphs, greedy, shortest paths

[suo_4r's solution](#)

195.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2024-08-16 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[suo_4r's solution](#)

196.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-07-14 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[suo_4r's solution](#)

197.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: math, number theory

[suo_4r's solution](#)

198.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[suo_4r's solution](#)

199.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[suo_4r's solution](#)

200.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[suo_4r's solution](#)

201.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[suo_4r's solution](#)

202.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[suo_4r's solution](#)

203.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[suo_4r's solution](#)

204.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[suo_4r's solution](#)

205.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation

[suo_4r's solution](#)

206.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[suo_4r's solution](#)

207.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[suo_4r's solution](#)

208.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: games, greedy

[suo_4r's solution](#)

209.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[suo_4r's solution](#)

210.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[suo_4r's solution](#)

211.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: number theory

[suo_4r's solution](#)

212.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[suo_4r's solution](#)

213.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[suo_4r's solution](#)

214.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[suo_4r's solution](#)

215.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[suo_4r's solution](#)

216.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[suo_4r's solution](#)

217.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[suo_4r's solution](#)

218.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[suo_4r's solution](#)

219.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[suo_4r's solution](#)

220.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[suo_4r's solution](#)

221.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[suo_4r's solution](#)

222.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: brute force

[suo_4r's solution](#)

223.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[suo_4r's solution](#)

224.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[suo_4r's solution](#)

225.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, implementation

[suo_4r's solution](#)

226.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[suo_4r's solution](#)

227.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: bitmasks, graphs

[suo_4r's solution](#)

228.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[suo_4r's solution](#)

229.

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[suo_4r's solution](#)

230.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[suo_4r's solution](#)

231.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[suo_4r's solution](#)

232.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[suo_4r's solution](#)

233.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[suo_4r's solution](#)

234.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[suo_4r's solution](#)

235.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[suo_4r's solution](#)

236.

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[suo_4r's solution](#)

237.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[suo_4r's solution](#)

238.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[suo_4r's solution](#)

239.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[suo_4r's solution](#)

240.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[suo_4r's solution](#)

241.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[suo_4r's solution](#)

242.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[suo_4r's solution](#)

243.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[suo_4r's solution](#)

244.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[suo_4r's solution](#)

245.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[suo_4r's solution](#)

246.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[suo_4r's solution](#)

247.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[suo_4r's solution](#)

248.

1191F

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

Rating: 2000 · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer

[suo_4r's solution](#)

249.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[suo_4r's solution](#)

250.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[suo_4r's solution](#)

251.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-07-14 · PyPy 3-64 (first AC) · Tags: math, number theory, trees

[suo_4r's solution](#)

252.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: dp, two pointers

[suo_4r's solution](#)

253.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[suo_4r's solution](#)

254.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[suo_4r's solution](#)

255.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2024-07-06 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[suo_4r's solution](#)

256.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[suo_4r's solution](#)

257.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[suo_4r's solution](#)

258.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[suo_4r's solution](#)

259.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[suo_4r's solution](#)

260.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[suo_4r's solution](#)

261.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[suo_4r's solution](#)

262.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[suo_4r's solution](#)

263.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force

[suo_4r's solution](#)

264.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[suo_4r's solution](#)

265.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, strings

[suo_4r's solution](#)

266.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[suo_4r's solution](#)

267.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[suo_4r's solution](#)

268.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[suo_4r's solution](#)

269.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[suo_4r's solution](#)

270.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[suo_4r's solution](#)

271.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[suo_4r's solution](#)

272.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, number theory

[suo_4r's solution](#)

273.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-20 · last AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[suo_4r's solution](#)

274.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[suo_4r's solution](#)

275.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[suo_4r's solution](#)

276.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[suo_4r's solution](#)

277.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: bitmasks, dp

[suo_4r's solution](#)

278.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-07-09 · PyPy 3-64 (first AC) · Tags: data structures, dp

[suo_4r's solution](#)

279.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[suo_4r's solution](#)

280.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[suo_4r's solution](#)

281.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[suo_4r's solution](#)

282.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
[suo_4r's solution](#)

283.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
[suo_4r's solution](#)

284.

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
[suo_4r's solution](#)

285.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[suo_4r's solution](#)

286.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[suo_4r's solution](#)

287.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[suo_4r's solution](#)

288.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[suo_4r's solution](#)

289.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[suo_4r's solution](#)

290.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[suo_4r's solution](#)

291.

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: dp, probabilities

[suo_4r's solution](#)

292.

1182E

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

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: dp, math, matrices, number theory

[suo_4r's solution](#)

293.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: number theory

[suo_4r's solution](#)

294.

1191E

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

Rating: 2300 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy

[suo_4r's solution](#)

295.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: dp

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296.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

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297.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

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298.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2024-07-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[suo_4r's solution](#)

299.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number

theory

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300.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[suo_4r's solution](#)

301.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[suo_4r's solution](#)

302.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[suo_4r's solution](#)

303.

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[suo_4r's solution](#)

304.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[suo_4r's solution](#)

305.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[suo_4r's solution](#)

306.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[suo_4r's solution](#)

307.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[suo_4r's solution](#)

308.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[suo_4r's solution](#)

309.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[suo_4r's solution](#)

310.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[suo_4r's solution](#)

311.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[suo_4r's solution](#)

312.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[suo_4r's solution](#)

313.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[suo_4r's solution](#)

314.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: brute force, divide and conquer, sortings

[suo_4r's solution](#)

315.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2500 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: divide and conquer, implementation, math

[suo_4r's solution](#)

316.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[suo_4r's solution](#)

317.

2122E

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

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[suo_4r's solution](#)

318.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[suo_4r's solution](#)

319.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-01-31 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp,

hashing, strings

[suo_4r's solution](#)

320.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[suo_4r's solution](#)

321.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, number theory

[suo_4r's solution](#)

322.

1173F

[Nauuo and Portals](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[suo_4r's solution](#)

323.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

324.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

325.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

326.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

327.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

328.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

329.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[suo_4r's solution](#)

330.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[suo_4r's solution](#)

331.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[suo_4r's solution](#)

332.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[suo_4r's solution](#)

333.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · Python 3 (first AC) · Tags: —
[suo_4r's solution](#)