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Unique solved — ta2ly.id

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

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

Filters: none

Count: 954

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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2.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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3.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[ta2ly.id's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[ta2ly.id's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ta2ly.id's solution](#)

6.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ta2ly.id's solution](#)

7.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ta2ly.id's solution](#)

8.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ta2ly.id's solution](#)

9.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,561 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ta2ly.id's solution](#)

10.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[ta2ly.id's solution](#)

11.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ta2ly.id's solution](#)

12.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy
[ta2ly.id's solution](#)

13.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[ta2ly.id's solution](#)

14.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ta2ly.id's solution](#)

15.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,018 global accepts · Rating: 800 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ta2ly.id's solution](#)

16.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ta2ly.id's solution](#)

17.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ta2ly.id's solution](#)

18.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ta2ly.id's solution](#)

19.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[ta2ly.id's solution](#)

20.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ta2ly.id's solution](#)

21.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[ta2ly.id's solution](#)

22.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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23.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,537 global accepts · Rating: 800 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[ta2ly.id's solution](#)

24.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[ta2ly.id's solution](#)

25.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

26.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,740 global accepts · Rating: 800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ta2ly.id's solution](#)

27.

2059A

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

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[ta2ly.id's solution](#)

28.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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29.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

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30.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

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[ta2ly.id's solution](#)

31.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[ta2ly.id's solution](#)

32.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[ta2ly.id's solution](#)

33.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ta2ly.id's solution](#)

34.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[ta2ly.id's solution](#)

35.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ta2ly.id's solution](#)

36.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

37.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ta2ly.id's solution](#)

38.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[ta2ly.id's solution](#)

39.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[ta2ly.id's solution](#)

40.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ta2ly.id's solution](#)

41.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ta2ly.id's solution](#)

42.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[ta2ly.id's solution](#)

43.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[ta2ly.id's solution](#)

44.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ta2ly.id's solution](#)

45.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,031 global accepts · Rating: 800 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ta2ly.id's solution](#)

46.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

47.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ta2ly.id's solution](#)

48.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ta2ly.id's solution](#)

49.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[ta2ly.id's solution](#)

50.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ta2ly.id's solution](#)

51.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2024-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[ta2ly.id's solution](#)

52.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2024-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[ta2ly.id's solution](#)

53.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2024-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[ta2ly.id's solution](#)

54.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ta2ly.id's solution](#)

55.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ta2ly.id's solution](#)

56.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[ta2ly.id's solution](#)

57.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[ta2ly.id's solution](#)

58.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ta2ly.id's solution](#)

59.

1754A

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Quality: 24,869 global accepts · Rating: 800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

60.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[ta2ly.id's solution](#)

61.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ta2ly.id's solution](#)

62.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ta2ly.id's solution](#)

63.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

[ta2ly.id's solution](#)

64.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ta2ly.id's solution](#)

65.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[ta2ly.id's solution](#)

66.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[ta2ly.id's solution](#)

67.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ta2ly.id's solution](#)

68.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2024-03-13 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

69.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2024-03-13 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ta2ly.id's solution](#)

70.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ta2ly.id's solution](#)

71.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[ta2ly.id's solution](#)

72.

1926A

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

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ta2ly.id's solution](#)

73.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[ta2ly.id's solution](#)

74.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[ta2ly.id's solution](#)

75.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ta2ly.id's solution](#)

76.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ta2ly.id's solution](#)

77.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[ta2ly.id's solution](#)

78.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ta2ly.id's solution](#)

79.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,696 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[ta2ly.id's solution](#)

80.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[ta2ly.id's solution](#)

81.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[ta2ly.id's solution](#)

82.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[ta2ly.id's solution](#)

83.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[ta2ly.id's solution](#)

84.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ta2ly.id's solution](#)

85.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ta2ly.id's solution](#)

86.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ta2ly.id's solution](#)

87.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ta2ly.id's solution](#)

88.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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89.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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90.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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91.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ta2ly.id's solution](#)

92.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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93.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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94.

1878A

[How Much Does Daytona Cost?](#) · Tutorial

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ta2ly.id's solution](#)

95.

1894A

[Secret Sport](#) · Tutorial

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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96.

1883A

[Morning](#) · Tutorial

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[ta2ly.id's solution](#)

97.

1884A

[Simple Design](#) · Tutorial

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[ta2ly.id's solution](#)

98.

1877A

[Goals of Victory](#) · Tutorial

Quality: 52,357 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[ta2ly.id's solution](#)

99.

1146A

[Love "A"](#) · Tutorial

Quality: 23,649 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[ta2ly.id's solution](#)

100.

1866A

[Ambitious Kid](#) · Tutorial

Quality: 51,380 global accepts · Rating: 800 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[ta2ly.id's solution](#)

101.

1862B

[Sequence Game](#) · Tutorial

Quality: 55,030 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[ta2ly.id's solution](#)

102.

1862A

[Gift Carpet](#) · Tutorial

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[ta2ly.id's solution](#)

103.

1855A

[Dalton the Teacher](#) · Tutorial

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[ta2ly.id's solution](#)

104.

1705A

[Mark the Photographer](#) · Tutorial

Quality: 26,583 global accepts · Rating: 800 · first AC: 2023-06-29 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ta2ly.id's solution](#)

105.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ta2ly.id's solution](#)

106.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ta2ly.id's solution](#)

107.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

108.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

109.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ta2ly.id's solution](#)

110.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,675 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ta2ly.id's solution](#)

111.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ta2ly.id's solution](#)

112.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ta2ly.id's solution](#)

113.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ta2ly.id's solution](#)

114.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation

[ta2ly.id's solution](#)

115.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ta2ly.id's solution](#)

116.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ta2ly.id's solution](#)

117.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ta2ly.id's solution](#)

118.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,406 global accepts · Rating: 900 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

119.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ta2ly.id's solution](#)

120.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ta2ly.id's solution](#)

121.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ta2ly.id's solution](#)

122.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[ta2ly.id's solution](#)

123.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[ta2ly.id's solution](#)

124.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ta2ly.id's solution](#)

125.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[ta2ly.id's solution](#)

126.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[ta2ly.id's solution](#)

127.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · last AC: 2024-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[ta2ly.id's solution](#)

128.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ta2ly.id's solution](#)

129.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[ta2ly.id's solution](#)

130.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ta2ly.id's solution](#)

131.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ta2ly.id's solution](#)

132.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ta2ly.id's solution](#)

133.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[ta2ly.id's solution](#)

134.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math
[ta2ly.id's solution](#)

135.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,710 global accepts · Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[ta2ly.id's solution](#)

136.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[ta2ly.id's solution](#)

137.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ta2ly.id's solution](#)

138.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ta2ly.id's solution](#)

139.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

140.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ta2ly.id's solution](#)

141.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, math

[ta2ly.id's solution](#)

142.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[ta2ly.id's solution](#)

143.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ta2ly.id's solution](#)

144.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[ta2ly.id's solution](#)

145.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ta2ly.id's solution](#)

146.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

147.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ta2ly.id's solution](#)

148.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[ta2ly.id's solution](#)

149.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ta2ly.id's solution](#)

150.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[ta2ly.id's solution](#)

151.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ta2ly.id's solution](#)

152.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ta2ly.id's solution](#)

153.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

154.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ta2ly.id's solution](#)

155.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ta2ly.id's solution](#)

156.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[ta2ly.id's solution](#)

157.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ta2ly.id's solution](#)

158.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ta2ly.id's solution](#)

159.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[ta2ly.id's solution](#)

160.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math
[ta2ly.id's solution](#)

161.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[ta2ly.id's solution](#)

162.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[ta2ly.id's solution](#)

163.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ta2ly.id's solution](#)

164.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ta2ly.id's solution](#)

165.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ta2ly.id's solution](#)

166.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ta2ly.id's solution](#)

167.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[ta2ly.id's solution](#)

168.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[ta2ly.id's solution](#)

169.

1994B

[Fun Game · Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ta2ly.id's solution](#)

170.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ta2ly.id's solution](#)

171.

1977B

[Binary Colouring · Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ta2ly.id's solution](#)

172.

1944B

[Equal XOR · Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[ta2ly.id's solution](#)

173.

1946B

[Maximum Sum · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ta2ly.id's solution](#)

174.

1948B

[Array Fix · Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ta2ly.id's solution](#)

175.

1901B

[Chip and Ribbon · Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ta2ly.id's solution](#)

176.

1904B

[Collecting Game · Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ta2ly.id's solution](#)

177.

1920B

[Summation Game · Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[ta2ly.id's solution](#)

178.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[ta2ly.id's solution](#)

179.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[ta2ly.id's solution](#)

180.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[ta2ly.id's solution](#)

181.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[ta2ly.id's solution](#)

182.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[ta2ly.id's solution](#)

183.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[ta2ly.id's solution](#)

184.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[ta2ly.id's solution](#)

185.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[ta2ly.id's solution](#)

186.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[ta2ly.id's solution](#)

187.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[ta2ly.id's solution](#)

188.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[ta2ly.id's solution](#)

189.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ta2ly.id's solution](#)

190.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[ta2ly.id's solution](#)

191.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ta2ly.id's solution](#)

192.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[ta2ly.id's solution](#)

193.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ta2ly.id's solution](#)

194.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ta2ly.id's solution](#)

195.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[ta2ly.id's solution](#)

196.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[ta2ly.id's solution](#)

197.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[ta2ly.id's solution](#)

198.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[ta2ly.id's solution](#)

199.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: games
[ta2ly.id's solution](#)

200.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[ta2ly.id's solution](#)

201.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ta2ly.id's solution](#)

202.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[ta2ly.id's solution](#)

203.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[ta2ly.id's solution](#)

204.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[ta2ly.id's solution](#)

205.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[ta2ly.id's solution](#)

206.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ta2ly.id's solution](#)

207.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[ta2ly.id's solution](#)

208.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ta2ly.id's solution](#)

209.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[ta2ly.id's solution](#)

210.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[ta2ly.id's solution](#)

211.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[ta2ly.id's solution](#)

212.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[ta2ly.id's solution](#)

213.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[ta2ly.id's solution](#)

214.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[ta2ly.id's solution](#)

215.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[ta2ly.id's solution](#)

216.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ta2ly.id's solution](#)

217.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[ta2ly.id's solution](#)

218.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[ta2ly.id's solution](#)

219.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ta2ly.id's solution](#)

220.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ta2ly.id's solution](#)

221.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[ta2ly.id's solution](#)

222.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ta2ly.id's solution](#)

223.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[ta2ly.id's solution](#)

224.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ta2ly.id's solution](#)

225.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, interactive

[ta2ly.id's solution](#)

226.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ta2ly.id's solution](#)

227.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ta2ly.id's solution](#)

228.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu,

greedy, math

[ta2ly.id's solution](#)

229.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ta2ly.id's solution](#)

230.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[ta2ly.id's solution](#)

231.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ta2ly.id's solution](#)

232.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[ta2ly.id's solution](#)

233.

1754C1

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

Rating: 1300 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

234.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[ta2ly.id's solution](#)

235.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[ta2ly.id's solution](#)

236.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[ta2ly.id's solution](#)

237.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ta2ly.id's solution](#)

238.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, number theory

[ta2ly.id's solution](#)

239.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ta2ly.id's solution](#)

240.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ta2ly.id's solution](#)

241.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[ta2ly.id's solution](#)

242.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[ta2ly.id's solution](#)

243.

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ta2ly.id's solution](#)

244.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, math

[ta2ly.id's solution](#)

245.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[ta2ly.id's solution](#)

246.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ta2ly.id's solution](#)

247.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ta2ly.id's solution](#)

248.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[ta2ly.id's solution](#)

249.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ta2ly.id's solution](#)

250.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, sortings
[ta2ly.id's solution](#)

251.

289B

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

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[ta2ly.id's solution](#)

252.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers
[ta2ly.id's solution](#)

253.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
[ta2ly.id's solution](#)

254.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, math
[ta2ly.id's solution](#)

255.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[ta2ly.id's solution](#)

256.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[ta2ly.id's solution](#)

257.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ta2ly.id's solution](#)

258.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games,

greedy, sortings
[ta2ly.id's solution](#)

259.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ta2ly.id's solution](#)

260.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ta2ly.id's solution](#)

261.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[ta2ly.id's solution](#)

262.

1887A1

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

Rating: 1400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ta2ly.id's solution](#)

263.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math, strings

[ta2ly.id's solution](#)

264.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ta2ly.id's solution](#)

265.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[ta2ly.id's solution](#)

266.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[ta2ly.id's solution](#)

267.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ta2ly.id's solution](#)

268.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dsu, greedy, math, sortings

[ta2ly.id's solution](#)

269.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[ta2ly.id's solution](#)

270.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[ta2ly.id's solution](#)

271.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ta2ly.id's solution](#)

272.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ta2ly.id's solution](#)

273.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ta2ly.id's solution](#)

274.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[ta2ly.id's solution](#)

275.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[ta2ly.id's solution](#)

276.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ta2ly.id's solution](#)

277.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ta2ly.id's solution](#)

278.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[ta2ly.id's solution](#)

279.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ta2ly.id's solution](#)

280.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ta2ly.id's solution](#)

281.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[ta2ly.id's solution](#)

282.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[ta2ly.id's solution](#)

283.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ta2ly.id's solution](#)

284.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[ta2ly.id's solution](#)

285.

1754C2

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

Rating: 1500 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ta2ly.id's solution](#)

286.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[ta2ly.id's solution](#)

287.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[ta2ly.id's solution](#)

288.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2024-01-07 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, strings

[ta2ly.id's solution](#)

289.

1891C

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

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[ta2ly.id's solution](#)

290.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2023-10-07 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ta2ly.id's solution](#)

291.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[ta2ly.id's solution](#)

292.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[ta2ly.id's solution](#)

293.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ta2ly.id's solution](#)

294.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[ta2ly.id's solution](#)

295.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[ta2ly.id's solution](#)

296.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[ta2ly.id's solution](#)

297.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

298.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[ta2ly.id's solution](#)

299.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers
[ta2ly.id's solution](#)

300.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[ta2ly.id's solution](#)

301.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math
[ta2ly.id's solution](#)

302.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math
[ta2ly.id's solution](#)

303.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory
[ta2ly.id's solution](#)

304.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[ta2ly.id's solution](#)

305.

1754D

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

Rating: 1600 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[ta2ly.id's solution](#)

306.

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
[ta2ly.id's solution](#)

307.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[ta2ly.id's solution](#)

308.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[ta2ly.id's solution](#)

309.

1904D1

[Set To Max \(Easy Version\) · Tutorial](#)

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ta2ly.id's solution](#)

310.

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ta2ly.id's solution](#)

311.

1907E

[Good Triples · Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[ta2ly.id's solution](#)

312.

154B

[Colliders · Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ta2ly.id's solution](#)

313.

1917C

[Watering an Array · Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[ta2ly.id's solution](#)

314.

1878D

[Reverse Madness · Tutorial](#)

Quality: 10,110 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ta2ly.id's solution](#)

315.

231C

[To Add or Not to Add · Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2023-10-07 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[ta2ly.id's solution](#)

316.

243A

[The Brand New Function · Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[ta2ly.id's solution](#)

317.

1862E

[Kolya and Movie Theatre · Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ta2ly.id's solution](#)

318.

1741E

[Sending a Sequence Over the Network · Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta2ly.id's solution](#)

319.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[ta2ly.id's solution](#)

320.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ta2ly.id's solution](#)

321.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ta2ly.id's solution](#)

322.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[ta2ly.id's solution](#)

323.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ta2ly.id's solution](#)

324.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[ta2ly.id's solution](#)

325.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, implementation

[ta2ly.id's solution](#)

326.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ta2ly.id's solution](#)

327.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[ta2ly.id's solution](#)

328.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ta2ly.id's solution](#)

329.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ta2ly.id's solution](#)

330.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ta2ly.id's solution](#)

331.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ta2ly.id's solution](#)

332.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[ta2ly.id's solution](#)

333.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[ta2ly.id's solution](#)

334.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ta2ly.id's solution](#)

335.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[ta2ly.id's solution](#)

336.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ta2ly.id's solution](#)

337.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[ta2ly.id's solution](#)

338.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

geometry, greedy, interactive, math

[ta2ly.id's solution](#)

339.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ta2ly.id's solution](#)

340.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[ta2ly.id's solution](#)

341.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ta2ly.id's solution](#)

342.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ta2ly.id's solution](#)

343.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ta2ly.id's solution](#)

344.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[ta2ly.id's solution](#)

345.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ta2ly.id's solution](#)

346.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[ta2ly.id's solution](#)

347.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ta2ly.id's solution](#)

348.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive
[ta2ly.id's solution](#)

349.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[ta2ly.id's solution](#)

350.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ta2ly.id's solution](#)

351.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[ta2ly.id's solution](#)

352.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ta2ly.id's solution](#)

353.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[ta2ly.id's solution](#)

354.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ta2ly.id's solution](#)

355.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[ta2ly.id's solution](#)

356.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[ta2ly.id's solution](#)

357.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[ta2ly.id's solution](#)

358.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math,

number theory

[ta2ly.id's solution](#)

359.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[ta2ly.id's solution](#)

360.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ta2ly.id's solution](#)

361.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ta2ly.id's solution](#)

362.

1966D

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

Rating: 1800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ta2ly.id's solution](#)

363.

1995C

[Squaring](#) · [Tutorial](#)

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

[ta2ly.id's solution](#)

364.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[ta2ly.id's solution](#)

365.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[ta2ly.id's solution](#)

366.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[ta2ly.id's solution](#)

367.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[ta2ly.id's solution](#)

368.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities
[ta2ly.id's solution](#)

369.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[ta2ly.id's solution](#)

370.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings
[ta2ly.id's solution](#)

371.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[ta2ly.id's solution](#)

372.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[ta2ly.id's solution](#)

373.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[ta2ly.id's solution](#)

374.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ta2ly.id's solution](#)

375.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ta2ly.id's solution](#)

376.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: games
[ta2ly.id's solution](#)

377.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ta2ly.id's solution](#)

378.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[ta2ly.id's solution](#)

379.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ta2ly.id's solution](#)

380.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees
[ta2ly.id's solution](#)

381.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[ta2ly.id's solution](#)

382.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[ta2ly.id's solution](#)

383.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[ta2ly.id's solution](#)

384.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[ta2ly.id's solution](#)

385.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ta2ly.id's solution](#)

386.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[ta2ly.id's solution](#)

387.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ta2ly.id's solution](#)

388.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
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389.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[ta2ly.id's solution](#)

390.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[ta2ly.id's solution](#)

391.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ta2ly.id's solution](#)

392.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[ta2ly.id's solution](#)

393.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ta2ly.id's solution](#)

394.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ta2ly.id's solution](#)

395.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ta2ly.id's solution](#)

396.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ta2ly.id's solution](#)

397.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ta2ly.id's solution](#)

398.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[ta2ly.id's solution](#)

399.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[ta2ly.id's solution](#)

400.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings, trees

[ta2ly.id's solution](#)

401.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ta2ly.id's solution](#)

402.

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[ta2ly.id's solution](#)

403.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[ta2ly.id's solution](#)

404.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ta2ly.id's solution](#)

405.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[ta2ly.id's solution](#)

406.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

407.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ta2ly.id's solution](#)

408.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[ta2ly.id's solution](#)

409.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ta2ly.id's solution](#)

410.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ta2ly.id's solution](#)

411.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[ta2ly.id's solution](#)

412.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[ta2ly.id's solution](#)

413.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[ta2ly.id's solution](#)

414.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ta2ly.id's solution](#)

415.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ta2ly.id's solution](#)

416.

2137F

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

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[ta2ly.id's solution](#)

417.

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ta2ly.id's solution](#)

418.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ta2ly.id's solution](#)

419.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[ta2ly.id's solution](#)

420.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, two pointers

[ta2ly.id's solution](#)

421.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[ta2ly.id's solution](#)

422.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[ta2ly.id's solution](#)

423.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ta2ly.id's solution](#)

424.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ta2ly.id's solution](#)

425.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ta2ly.id's solution](#)

426.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ta2ly.id's solution](#)

427.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

428.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

greedy, math, number theory, sortings

[ta2ly.id's solution](#)

429.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

430.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[ta2ly.id's solution](#)

431.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[ta2ly.id's solution](#)

432.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ta2ly.id's solution](#)

433.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[ta2ly.id's solution](#)

434.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[ta2ly.id's solution](#)

435.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[ta2ly.id's solution](#)

436.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[ta2ly.id's solution](#)

437.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ta2ly.id's solution](#)

438.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[ta2ly.id's solution](#)

439.

1887A2

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

Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[ta2ly.id's solution](#)

440.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ta2ly.id's solution](#)

441.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[ta2ly.id's solution](#)

442.

1912D

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Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[ta2ly.id's solution](#)

443.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[ta2ly.id's solution](#)

444.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[ta2ly.id's solution](#)

445.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, number theory
[ta2ly.id's solution](#)

446.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings
[ta2ly.id's solution](#)

447.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[ta2ly.id's solution](#)

448.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[ta2ly.id's solution](#)

449.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[ta2ly.id's solution](#)

450.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-07-09 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ta2ly.id's solution](#)

451.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[ta2ly.id's solution](#)

452.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[ta2ly.id's solution](#)

453.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[ta2ly.id's solution](#)

454.

2062E1

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

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

[ta2ly.id's solution](#)

455.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ta2ly.id's solution](#)

456.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2024-06-05 · last AC: 2024-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[ta2ly.id's solution](#)

457.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ta2ly.id's solution](#)

458.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[ta2ly.id's solution](#)

459.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ta2ly.id's solution](#)

460.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ta2ly.id's solution](#)

461.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[ta2ly.id's solution](#)

462.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ta2ly.id's solution](#)

463.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ta2ly.id's solution](#)

464.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ta2ly.id's solution](#)

465.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ta2ly.id's solution](#)

466.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ta2ly.id's solution](#)

467.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ta2ly.id's solution](#)

468.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta2ly.id's solution](#)

469.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-03-13 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ta2ly.id's solution](#)

470.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ta2ly.id's solution](#)

471.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[ta2ly.id's solution](#)

472.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ta2ly.id's solution](#)

473.

514C

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

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ta2ly.id's solution](#)

474.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-01-07 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[ta2ly.id's solution](#)

475.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-01-07 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

[ta2ly.id's solution](#)

476.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[ta2ly.id's solution](#)

477.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ta2ly.id's solution](#)

478.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

greedy

[ta2ly.id's solution](#)

479.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures

[ta2ly.id's solution](#)

480.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

481.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta2ly.id's solution](#)

482.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[ta2ly.id's solution](#)

483.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta2ly.id's solution](#)

484.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[ta2ly.id's solution](#)

485.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[ta2ly.id's solution](#)

486.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[ta2ly.id's solution](#)

487.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ta2ly.id's solution](#)

488.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, greedy, implementation, math, sortings, trees

[ta2ly.id's solution](#)

489.

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ta2ly.id's solution](#)

490.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[ta2ly.id's solution](#)

491.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ta2ly.id's solution](#)

492.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[ta2ly.id's solution](#)

493.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

494.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[ta2ly.id's solution](#)

495.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[ta2ly.id's solution](#)

496.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[ta2ly.id's solution](#)

497.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ta2ly.id's solution](#)

498.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ta2ly.id's solution](#)

499.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ta2ly.id's solution](#)

500.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ta2ly.id's solution](#)

501.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ta2ly.id's solution](#)

502.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[ta2ly.id's solution](#)

503.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[ta2ly.id's solution](#)

504.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[ta2ly.id's solution](#)

505.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[ta2ly.id's solution](#)

506.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ta2ly.id's solution](#)

507.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2023-10-07 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[ta2ly.id's solution](#)

508.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ta2ly.id's solution](#)

509.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[ta2ly.id's solution](#)

510.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[ta2ly.id's solution](#)

511.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ta2ly.id's solution](#)

512.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ta2ly.id's solution](#)

513.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[ta2ly.id's solution](#)

514.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[ta2ly.id's solution](#)

515.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ta2ly.id's solution](#)

516.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

517.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[ta2ly.id's solution](#)

518.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[ta2ly.id's solution](#)

519.

651E

[Table Compression](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[ta2ly.id's solution](#)

520.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ta2ly.id's solution](#)

521.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[ta2ly.id's solution](#)

522.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ta2ly.id's solution](#)

523.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[ta2ly.id's solution](#)

524.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[ta2ly.id's solution](#)

525.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ta2ly.id's solution](#)

526.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[ta2ly.id's solution](#)

527.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

528.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[ta2ly.id's solution](#)

529.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[ta2ly.id's solution](#)

530.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry
[ta2ly.id's solution](#)

531.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[ta2ly.id's solution](#)

532.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[ta2ly.id's solution](#)

533.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[ta2ly.id's solution](#)

534.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-03-13 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[ta2ly.id's solution](#)

535.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[ta2ly.id's solution](#)

536.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, strings, trees
[ta2ly.id's solution](#)

537.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

538.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[ta2ly.id's solution](#)

539.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-01-30 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[ta2ly.id's solution](#)

540.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[ta2ly.id's solution](#)

541.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, strings

[ta2ly.id's solution](#)

542.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[ta2ly.id's solution](#)

543.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[ta2ly.id's solution](#)

544.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[ta2ly.id's solution](#)

545.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[ta2ly.id's solution](#)

546.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2023-10-07 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[ta2ly.id's solution](#)

547.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[ta2ly.id's solution](#)

548.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[ta2ly.id's solution](#)

549.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[ta2ly.id's solution](#)

550.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[ta2ly.id's solution](#)

551.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ta2ly.id's solution](#)

552.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ta2ly.id's solution](#)

553.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[ta2ly.id's solution](#)

554.

1399F

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

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[ta2ly.id's solution](#)

555.

1204E

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ta2ly.id's solution](#)

556.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[ta2ly.id's solution](#)

557.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[ta2ly.id's solution](#)

558.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[ta2ly.id's solution](#)

559.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[ta2ly.id's solution](#)

560.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[ta2ly.id's solution](#)

561.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-03-22 · last AC: 2025-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[ta2ly.id's solution](#)

562.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[ta2ly.id's solution](#)

563.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[ta2ly.id's solution](#)

564.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[ta2ly.id's solution](#)

565.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[ta2ly.id's solution](#)

566.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[ta2ly.id's solution](#)

567.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, hashing, trees

[ta2ly.id's solution](#)

568.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[ta2ly.id's solution](#)

569.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[ta2ly.id's solution](#)

570.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[ta2ly.id's solution](#)

571.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ta2ly.id's solution](#)

572.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta2ly.id's solution](#)

573.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ta2ly.id's solution](#)

574.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[ta2ly.id's solution](#)

575.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[ta2ly.id's solution](#)

576.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[ta2ly.id's solution](#)

577.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-03-06 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ta2ly.id's solution](#)

578.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing
[ta2ly.id's solution](#)

579.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[ta2ly.id's solution](#)

580.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings
[ta2ly.id's solution](#)

581.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[ta2ly.id's solution](#)

582.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[ta2ly.id's solution](#)

583.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[ta2ly.id's solution](#)

584.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[ta2ly.id's solution](#)

585.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[ta2ly.id's solution](#)

586.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[ta2ly.id's solution](#)

587.

2030F

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

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[ta2ly.id's solution](#)

588.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[ta2ly.id's solution](#)

589.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[ta2ly.id's solution](#)

590.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ta2ly.id's solution](#)

591.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ta2ly.id's solution](#)

592.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[ta2ly.id's solution](#)

593.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ta2ly.id's solution](#)

594.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[ta2ly.id's solution](#)

595.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[ta2ly.id's solution](#)

596.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ta2ly.id's solution](#)

597.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[ta2ly.id's solution](#)

598.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[ta2ly.id's solution](#)

599.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ta2ly.id's solution](#)

600.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[ta2ly.id's solution](#)

601.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

602.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[ta2ly.id's solution](#)

603.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[ta2ly.id's solution](#)

604.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[ta2ly.id's solution](#)

605.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

606.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[ta2ly.id's solution](#)

607.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ta2ly.id's solution](#)

608.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ta2ly.id's solution](#)

609.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ta2ly.id's solution](#)

610.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ta2ly.id's solution](#)

611.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ta2ly.id's solution](#)

612.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ta2ly.id's solution](#)

613.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[ta2ly.id's solution](#)

614.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[ta2ly.id's solution](#)

615.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

616.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ta2ly.id's solution](#)

617.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ta2ly.id's solution](#)

618.

1944F1

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

Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

619.

342E

[Xenia and Tree · Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[ta2ly.id's solution](#)

620.

1770E

[Koxia and Tree · Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ta2ly.id's solution](#)

621.

1491E

[Fib-tree · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[ta2ly.id's solution](#)

622.

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ta2ly.id's solution](#)

623.

1609E

[William The Oblivious · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ta2ly.id's solution](#)

624.

1713E

[Cross Swapping · Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[ta2ly.id's solution](#)

625.

1709E

[XOR Tree · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[ta2ly.id's solution](#)

626.

1598F

[RBS · Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[ta2ly.id's solution](#)

627.

1591F

[Non-equal Neighbours · Tutorial](#)

Rating: 2400 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[ta2ly.id's solution](#)

628.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ta2ly.id's solution](#)

629.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[ta2ly.id's solution](#)

630.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[ta2ly.id's solution](#)

631.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[ta2ly.id's solution](#)

632.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[ta2ly.id's solution](#)

633.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ta2ly.id's solution](#)

634.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ta2ly.id's solution](#)

635.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

636.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

637.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

638.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[ta2ly.id's solution](#)

639.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ta2ly.id's solution](#)

640.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[ta2ly.id's solution](#)

641.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ta2ly.id's solution](#)

642.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[ta2ly.id's solution](#)

643.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ta2ly.id's solution](#)

644.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[ta2ly.id's solution](#)

645.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ta2ly.id's solution](#)

646.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2026-04-14 · last AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[ta2ly.id's solution](#)

647.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

graphs, math, meet-in-the-middle, trees

[ta2ly.id's solution](#)

648.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ta2ly.id's solution](#)

649.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ta2ly.id's solution](#)

650.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[ta2ly.id's solution](#)

651.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ta2ly.id's solution](#)

652.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ta2ly.id's solution](#)

653.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ta2ly.id's solution](#)

654.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[ta2ly.id's solution](#)

655.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ta2ly.id's solution](#)

656.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[ta2ly.id's solution](#)

657.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[ta2ly.id's solution](#)

658.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[ta2ly.id's solution](#)

659.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[ta2ly.id's solution](#)

660.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[ta2ly.id's solution](#)

661.

2197F

[Double Bracket Sequence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy

[ta2ly.id's solution](#)

662.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[ta2ly.id's solution](#)

663.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

664.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[ta2ly.id's solution](#)

665.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

666.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[ta2ly.id's solution](#)

667.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[ta2ly.id's solution](#)

668.

1716E

[Swap and Maximum Block](#) · Tutorial

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[ta2ly.id's solution](#)

669.

93D

[Flags](#) · Tutorial

Quality: 444 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[ta2ly.id's solution](#)

670.

1137C

[Museums Tour](#) · Tutorial

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation

[ta2ly.id's solution](#)

671.

1922F

[Replace on Segment](#) · Tutorial

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings

[ta2ly.id's solution](#)

672.

1209E2

[Rotate Columns \(hard version\)](#) · Tutorial

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ta2ly.id's solution](#)

673.

2190D

[Prufer Vertex](#) · Tutorial

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[ta2ly.id's solution](#)

674.

1906L

[Palindromic Parentheses](#) · Tutorial

Quality: 763 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ta2ly.id's solution](#)

675.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[ta2ly.id's solution](#)

676.

1521D

[Nastia Plays with a Tree](#) · Tutorial

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ta2ly.id's solution](#)

677.

666C

[Codeword](#) · Tutorial

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[ta2ly.id's solution](#)

678.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[ta2ly.id's solution](#)

679.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[ta2ly.id's solution](#)

680.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths
[ta2ly.id's solution](#)

681.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[ta2ly.id's solution](#)

682.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
[ta2ly.id's solution](#)

683.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[ta2ly.id's solution](#)

684.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[ta2ly.id's solution](#)

685.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp
[ta2ly.id's solution](#)

686.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[ta2ly.id's solution](#)

687.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[ta2ly.id's solution](#)

688.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-05-27 · last AC: 2025-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[ta2ly.id's solution](#)

689.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[ta2ly.id's solution](#)

690.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[ta2ly.id's solution](#)

691.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ta2ly.id's solution](#)

692.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[ta2ly.id's solution](#)

693.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[ta2ly.id's solution](#)

694.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ta2ly.id's solution](#)

695.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta2ly.id's solution](#)

696.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ta2ly.id's solution](#)

697.

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[ta2ly.id's solution](#)

698.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[ta2ly.id's solution](#)

699.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

700.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[ta2ly.id's solution](#)

701.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[ta2ly.id's solution](#)

702.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[ta2ly.id's solution](#)

703.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, two pointers
[ta2ly.id's solution](#)

704.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[ta2ly.id's solution](#)

705.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

706.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[ta2ly.id's solution](#)

707.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[ta2ly.id's solution](#)

708.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[ta2ly.id's solution](#)

709.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[ta2ly.id's solution](#)

710.

1107F

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

Quality: 953 global accepts · Rating: 2600 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[ta2ly.id's solution](#)

711.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[ta2ly.id's solution](#)

712.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers
[ta2ly.id's solution](#)

713.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp
[ta2ly.id's solution](#)

714.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees
[ta2ly.id's solution](#)

715.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[ta2ly.id's solution](#)

716.

1990E2

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[ta2ly.id's solution](#)

717.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[ta2ly.id's solution](#)

718.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[ta2ly.id's solution](#)

719.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ta2ly.id's solution](#)

720.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[ta2ly.id's solution](#)

721.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[ta2ly.id's solution](#)

722.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[ta2ly.id's solution](#)

723.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[ta2ly.id's solution](#)

724.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

725.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ta2ly.id's solution](#)

726.

1185G2

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

Quality: 920 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

727.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[ta2ly.id's solution](#)

728.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[ta2ly.id's solution](#)

729.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ta2ly.id's solution](#)

730.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[ta2ly.id's solution](#)

731.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[ta2ly.id's solution](#)

732.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ta2ly.id's solution](#)

733.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[ta2ly.id's solution](#)

734.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ta2ly.id's solution](#)

735.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[ta2ly.id's solution](#)

736.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[ta2ly.id's solution](#)

737.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[ta2ly.id's solution](#)

738.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ta2ly.id's solution](#)

739.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

740.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ta2ly.id's solution](#)

741.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[ta2ly.id's solution](#)

742.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ta2ly.id's solution](#)

743.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy

[ta2ly.id's solution](#)

744.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[ta2ly.id's solution](#)

745.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[ta2ly.id's solution](#)

746.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

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747.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows
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748.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
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749.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[ta2ly.id's solution](#)

750.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers
[ta2ly.id's solution](#)

751.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[ta2ly.id's solution](#)

752.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[ta2ly.id's solution](#)

753.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[ta2ly.id's solution](#)

754.

2122E

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

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[ta2ly.id's solution](#)

755.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math
[ta2ly.id's solution](#)

756.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[ta2ly.id's solution](#)

757.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[ta2ly.id's solution](#)

758.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[ta2ly.id's solution](#)

759.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[ta2ly.id's solution](#)

760.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[ta2ly.id's solution](#)

761.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2026-04-28 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, sortings
[ta2ly.id's solution](#)

762.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu
[ta2ly.id's solution](#)

763.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ta2ly.id's solution](#)

764.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[ta2ly.id's solution](#)

765.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[ta2ly.id's solution](#)

766.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[ta2ly.id's solution](#)

767.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[ta2ly.id's solution](#)

768.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[ta2ly.id's solution](#)

769.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-24 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[ta2ly.id's solution](#)

770.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ta2ly.id's solution](#)

771.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[ta2ly.id's solution](#)

772.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[ta2ly.id's solution](#)

773.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[ta2ly.id's solution](#)

774.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[ta2ly.id's solution](#)

775.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

776.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ta2ly.id's solution](#)

777.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[ta2ly.id's solution](#)

778.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
[ta2ly.id's solution](#)

779.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[ta2ly.id's solution](#)

780.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings
[ta2ly.id's solution](#)

781.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[ta2ly.id's solution](#)

782.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[ta2ly.id's solution](#)

783.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[ta2ly.id's solution](#)

784.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math
[ta2ly.id's solution](#)

785.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs
[ta2ly.id's solution](#)

786.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ta2ly.id's solution](#)

787.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[ta2ly.id's solution](#)

788.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[ta2ly.id's solution](#)

789.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[ta2ly.id's solution](#)

790.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ta2ly.id's solution](#)

791.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ta2ly.id's solution](#)

792.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[ta2ly.id's solution](#)

793.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[ta2ly.id's solution](#)

794.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[ta2ly.id's solution](#)

795.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ta2ly.id's solution](#)

796.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[ta2ly.id's solution](#)

797.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

798.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, trees
[ta2ly.id's solution](#)

799.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[ta2ly.id's solution](#)

800.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, two pointers
[ta2ly.id's solution](#)

801.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[ta2ly.id's solution](#)

802.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[ta2ly.id's solution](#)

803.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[ta2ly.id's solution](#)

804.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ta2ly.id's solution](#)

805.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[ta2ly.id's solution](#)

806.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[ta2ly.id's solution](#)

807.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees
[ta2ly.id's solution](#)

808.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[ta2ly.id's solution](#)

809.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[ta2ly.id's solution](#)

810.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, trees

[ta2ly.id's solution](#)

811.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ta2ly.id's solution](#)

812.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[ta2ly.id's solution](#)

813.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ta2ly.id's solution](#)

814.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[ta2ly.id's solution](#)

815.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ta2ly.id's solution](#)

816.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

817.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ta2ly.id's solution](#)

818.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory

[ta2ly.id's solution](#)

819.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ta2ly.id's solution](#)

820.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2026-03-23 · last AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ta2ly.id's solution](#)

821.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[ta2ly.id's solution](#)

822.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, trees

[ta2ly.id's solution](#)

823.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2026-03-12 · last AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ta2ly.id's solution](#)

824.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ta2ly.id's solution](#)

825.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[ta2ly.id's solution](#)

826.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, trees

[ta2ly.id's solution](#)

827.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2026-03-03 · last AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[ta2ly.id's solution](#)

828.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[ta2ly.id's solution](#)

829.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ta2ly.id's solution](#)

830.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[ta2ly.id's solution](#)

831.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ta2ly.id's solution](#)

832.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[ta2ly.id's solution](#)

833.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2026-01-16 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ta2ly.id's solution](#)

834.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[ta2ly.id's solution](#)

835.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[ta2ly.id's solution](#)

836.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, shortest paths

[ta2ly.id's solution](#)

837.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math

[ta2ly.id's solution](#)

838.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[ta2ly.id's solution](#)

839.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ta2ly.id's solution](#)

840.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[ta2ly.id's solution](#)

841.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, probabilities

[ta2ly.id's solution](#)

842.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[ta2ly.id's solution](#)

843.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[ta2ly.id's solution](#)

844.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[ta2ly.id's solution](#)

845.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

846.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[ta2ly.id's solution](#)

847.

2127F

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

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ta2ly.id's solution](#)

848.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-11-28 · last AC: 2024-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

849.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[ta2ly.id's solution](#)

850.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[ta2ly.id's solution](#)

851.

1944F2

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

Rating: 2800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[ta2ly.id's solution](#)

852.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[ta2ly.id's solution](#)

853.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[ta2ly.id's solution](#)

854.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[ta2ly.id's solution](#)

855.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, shortest paths
[ta2ly.id's solution](#)

856.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[ta2ly.id's solution](#)

857.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings, trees
[ta2ly.id's solution](#)

858.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[ta2ly.id's solution](#)

859.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs
[ta2ly.id's solution](#)

860.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle
[ta2ly.id's solution](#)

861.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[ta2ly.id's solution](#)

862.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[ta2ly.id's solution](#)

863.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[ta2ly.id's solution](#)

864.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy
[ta2ly.id's solution](#)

865.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[ta2ly.id's solution](#)

866.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

867.

1266F

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

Quality: 377 global accepts · Rating: 2900 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[ta2ly.id's solution](#)

868.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings
[ta2ly.id's solution](#)

869.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-12-22 · last AC: 2025-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[ta2ly.id's solution](#)

870.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, math

[ta2ly.id's solution](#)

871.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[ta2ly.id's solution](#)

872.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[ta2ly.id's solution](#)

873.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[ta2ly.id's solution](#)

874.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices

[ta2ly.id's solution](#)

875.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[ta2ly.id's solution](#)

876.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-03-04 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[ta2ly.id's solution](#)

877.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ta2ly.id's solution](#)

878.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[ta2ly.id's solution](#)

879.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees
[ta2ly.id's solution](#)

880.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures
[ta2ly.id's solution](#)

881.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[ta2ly.id's solution](#)

882.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[ta2ly.id's solution](#)

883.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[ta2ly.id's solution](#)

884.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp
[ta2ly.id's solution](#)

885.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, trees
[ta2ly.id's solution](#)

886.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings
[ta2ly.id's solution](#)

887.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation
[ta2ly.id's solution](#)

888.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[ta2ly.id's solution](#)

889.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[ta2ly.id's solution](#)

890.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2026-02-07 · last AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[ta2ly.id's solution](#)

891.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[ta2ly.id's solution](#)

892.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ta2ly.id's solution](#)

893.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

894.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[ta2ly.id's solution](#)

895.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[ta2ly.id's solution](#)

896.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[ta2ly.id's solution](#)

897.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[ta2ly.id's solution](#)

898.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[ta2ly.id's solution](#)

899.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[ta2ly.id's solution](#)

900.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

901.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[ta2ly.id's solution](#)

902.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[ta2ly.id's solution](#)

903.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ta2ly.id's solution](#)

904.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[ta2ly.id's solution](#)

905.

513G3

[Inversions problem](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ta2ly.id's solution](#)

906.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

907.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
[ta2ly.id's solution](#)

908.

477E

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

Quality: 160 global accepts · Rating: 3100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

909.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2025-08-14 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

910.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[ta2ly.id's solution](#)

911.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[ta2ly.id's solution](#)

912.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ta2ly.id's solution](#)

913.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-02-24 · last AC: 2024-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[ta2ly.id's solution](#)

914.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[ta2ly.id's solution](#)

915.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2024-03-02 · last AC: 2024-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ta2ly.id's solution](#)

916.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[ta2ly.id's solution](#)

917.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[ta2ly.id's solution](#)

918.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[ta2ly.id's solution](#)

919.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[ta2ly.id's solution](#)

920.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ta2ly.id's solution](#)

921.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[ta2ly.id's solution](#)

922.

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[ta2ly.id's solution](#)

923.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[ta2ly.id's solution](#)

924.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[ta2ly.id's solution](#)

925.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[ta2ly.id's solution](#)

926.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[ta2ly.id's solution](#)

927.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[ta2ly.id's solution](#)

928.

1280F

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929.

1039E

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930.

1012F

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931.

1491H

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932.

2122F

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933.

1687E

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934.

1083D

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935.

1621H

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936.

1761G

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937.

1588F

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938.

1264F

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939.

2214H

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940.

2214A

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941.

2214B

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942.

1193A

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943.

102956E

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Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ta2ly.id's solution](#)

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Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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951.

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[ta2ly.id's solution](#)

952.

105423C

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Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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953.

1145A

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Quality: 9,267 global accepts · Rating: — · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
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954.

1812A

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