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Unique solved — thuhabong

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

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

Filters: none

Count: 505

1.

2192A

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

Quality: 17,922 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[thuhabong's solution](#)

2.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[thuhabong's solution](#)

3.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,124 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[thuhabong's solution](#)

4.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[thuhabong's solution](#)

5.

2189A

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

Quality: 24,372 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[thuhabong's solution](#)

6.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[thuhabong's solution](#)

7.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[thuhabong's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[thuhabong's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[thuhabong's solution](#)

10.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[thuhabong's solution](#)

11.

2179B

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

Quality: 28,344 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[thuhabong's solution](#)

12.

2179A

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

Quality: 34,431 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[thuhabong's solution](#)

13.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, sortings
[thuhabong's solution](#)

14.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[thuhabong's solution](#)

15.

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
[thuhabong's solution](#)

16.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[thuhabong's solution](#)

17.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[thuhabong's solution](#)

18.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,900 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[thuhabong's solution](#)

19.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
[thuhabong's solution](#)

20.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[thuhabong's solution](#)

21.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,918 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[thuhabong's solution](#)

22.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[thuhabong's solution](#)

23.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[thuhabong's solution](#)

24.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[thuhabong's solution](#)

25.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[thuhabong's solution](#)

26.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
[thuhabong's solution](#)

27.

2196A

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

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[thuhabong's solution](#)

28.

2189B

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

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[thuhabong's solution](#)

29.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: games
[thuhabong's solution](#)

30.

2182C

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[thuhabong's solution](#)

31.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[thuhabong's solution](#)

32.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[thuhabong's solution](#)

33.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[thuhabong's solution](#)

34.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[thuhabong's solution](#)

35.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths
[thuhabong's solution](#)

36.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[thuhabong's solution](#)

37.

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[thuhabong's solution](#)

38.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[thuhabong's solution](#)

39.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[thuhabong's solution](#)

40.

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
[thuhabong's solution](#)

41.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[thuhabong's solution](#)

42.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[thuhabong's solution](#)

43.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[thuhabong's solution](#)

44.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[thuhabong's solution](#)

45.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[thuhabong's solution](#)

46.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures
[thuhabong's solution](#)

47.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp
[thuhabong's solution](#)

48.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[thuhabong's solution](#)

49.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[thuhabong's solution](#)

50.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[thuhabong's solution](#)

51.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[thuhabong's solution](#)

52.

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
[thuhabong's solution](#)

53.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[thuhabong's solution](#)

54.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[thuhabong's solution](#)

55.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[thuhabong's solution](#)

56.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[thuhabong's solution](#)

57.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[thuhabong's solution](#)

58.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[thuhabong's solution](#)

59.

1769D1

[A,3D0C! CT2D6BC#C I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, dp
[thuhabong's solution](#)

60.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[thuhabong's solution](#)

61.

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[thuhabong's solution](#)

62.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[thuhabong's solution](#)

63.

1904D2

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

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[thuhabong's solution](#)

64.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[thuhabong's solution](#)

65.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[thuhabong's solution](#)

66.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[thuhabong's solution](#)

67.

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[thuhabong's solution](#)

68.

2191D2

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

Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[thuhabong's solution](#)

69.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[thuhabong's solution](#)

70.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[thuhabong's solution](#)

71.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[thuhabong's solution](#)

72.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[thuhabong's solution](#)

73.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[thuhabong's solution](#)

74.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[thuhabong's solution](#)

75.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[thuhabong's solution](#)

76.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[thuhabong's solution](#)

77.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[thuhabong's solution](#)

78.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[thuhabong's solution](#)

79.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[thuhabong's solution](#)

80.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[thuhabong's solution](#)

81.

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

[thuhabong's solution](#)

82.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[thuhabong's solution](#)

83.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[thuhabong's solution](#)

84.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[thuhabong's solution](#)

85.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[thuhabong's solution](#)

86.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[thuhabong's solution](#)

87.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[thuhabong's solution](#)

88.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[thuhabong's solution](#)

89.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[thuhabong's solution](#)

90.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[thuhabong's solution](#)

91.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[thuhabong's solution](#)

92.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[thuhabong's solution](#)

93.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[thuhabong's solution](#)

94.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[thuhabong's solution](#)

95.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[thuhabong's solution](#)

96.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[thuhabong's solution](#)

97.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[thuhabong's solution](#)

98.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[thuhabong's solution](#)

99.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[thuhabong's solution](#)

100.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[thuhabong's solution](#)

101.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[thuhabong's solution](#)

102.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[thuhabong's solution](#)

103.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[thuhabong's solution](#)

104.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[thuhabong's solution](#)

105.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[thuhabong's solution](#)

106.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[thuhabong's solution](#)

107.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[thuhabong's solution](#)

108.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[thuhabong's solution](#)

109.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[thuhabong's solution](#)

110.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[thuhabong's solution](#)

111.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[thuhabong's solution](#)

112.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[thuhabong's solution](#)

113.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[thuhabong's solution](#)

114.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[thuhabong's solution](#)

115.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[thuhabong's solution](#)

116.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[thuhabong's solution](#)

117.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[thuhabong's solution](#)

118.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[thuhabong's solution](#)

119.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[thuhabong's solution](#)

120.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[thuhabong's solution](#)

121.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[thuhabong's solution](#)

122.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[thuhabong's solution](#)

123.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[thuhabong's solution](#)

124.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[thuhabong's solution](#)

125.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[thuhabong's solution](#)

126.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[thuhabong's solution](#)

127.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[thuhabong's solution](#)

128.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[thuhabong's solution](#)

129.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[thuhabong's solution](#)

130.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[thuhabong's solution](#)

131.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[thuhabong's solution](#)

132.

1942D

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

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[thuhabong's solution](#)

133.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[thuhabong's solution](#)

134.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[thuhabong's solution](#)

135.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[thuhabong's solution](#)

136.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[thuhabong's solution](#)

137.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[thuhabong's solution](#)

138.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[thuhabong's solution](#)

139.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[thuhabong's solution](#)

140.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[thuhabong's solution](#)

141.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[thuhabong's solution](#)

142.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[thuhabong's solution](#)

143.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[thuhabong's solution](#)

144.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[thuhabong's solution](#)

145.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[thuhabong's solution](#)

146.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[thuhabong's solution](#)

147.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-11-19 · last AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[thuhabong's solution](#)

148.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[thuhabong's solution](#)

149.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[thuhabong's solution](#)

150.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[thuhabong's solution](#)

151.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[thuhabong's solution](#)

152.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[thuhabong's solution](#)

153.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[thuhabong's solution](#)

154.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[thuhabong's solution](#)

155.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[thuhabong's solution](#)

156.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[thuhabong's solution](#)

157.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[thuhabong's solution](#)

158.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[thuhabong's solution](#)

159.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[thuhabong's solution](#)

160.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[thuhabong's solution](#)

161.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[thuhabong's solution](#)

162.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[thuhabong's solution](#)

163.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[thuhabong's solution](#)

164.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[thuhabong's solution](#)

165.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[thuhabong's solution](#)

166.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[thuhabong's solution](#)

167.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[thuhabong's solution](#)

168.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[thuhabong's solution](#)

169.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[thuhabong's solution](#)

170.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[thuhabong's solution](#)

171.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[thuhabong's solution](#)

172.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[thuhabong's solution](#)

173.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[thuhabong's solution](#)

174.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[thuhabong's solution](#)

175.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[thuhabong's solution](#)

176.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[thuhabong's solution](#)

177.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[thuhabong's solution](#)

178.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[thuhabong's solution](#)

179.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[thuhabong's solution](#)

180.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[thuhabong's solution](#)

181.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[thuhabong's solution](#)

182.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[thuhabong's solution](#)

183.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[thuhabong's solution](#)

184.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[thuhabong's solution](#)

185.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[thuhabong's solution](#)

186.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[thuhabong's solution](#)

187.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[thuhabong's solution](#)

188.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[thuhabong's solution](#)

189.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[thuhabong's solution](#)

190.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[thuhabong's solution](#)

191.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[thuhabong's solution](#)

192.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[thuhabong's solution](#)

193.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[thuhabong's solution](#)

194.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, trees

[thuhabong's solution](#)

195.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[thuhabong's solution](#)

196.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[thuhabong's solution](#)

197.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[thuhabong's solution](#)

198.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[thuhabong's solution](#)

199.

2179G

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

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[thuhabong's solution](#)

200.

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[thuhabong's solution](#)

201.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search
[thuhabong's solution](#)

202.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[thuhabong's solution](#)

203.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp
[thuhabong's solution](#)

204.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[thuhabong's solution](#)

205.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[thuhabong's solution](#)

206.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[thuhabong's solution](#)

207.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[thuhabong's solution](#)

208.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[thuhabong's solution](#)

209.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[thuhabong's solution](#)

210.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[thuhabong's solution](#)

211.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[thuhabong's solution](#)

212.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[thuhabong's solution](#)

213.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[thuhabong's solution](#)

214.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[thuhabong's solution](#)

215.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[thuhabong's solution](#)

216.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[thuhabong's solution](#)

217.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[thuhabong's solution](#)

218.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[thuhabong's solution](#)

219.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[thuhabong's solution](#)

220.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[thuhabong's solution](#)

221.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[thuhabong's solution](#)

222.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[thuhabong's solution](#)

223.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[thuhabong's solution](#)

224.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[thuhabong's solution](#)

225.

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[thuhabong's solution](#)

226.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[thuhabong's solution](#)

227.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-12-01 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[thuhabong's solution](#)

228.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, dsu, implementation

[thuhabong's solution](#)

229.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[thuhabong's solution](#)

230.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[thuhabong's solution](#)

231.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[thuhabong's solution](#)

232.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[thuhabong's solution](#)

233.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[thuhabong's solution](#)

234.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[thuhabong's solution](#)

235.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[thuhabong's solution](#)

236.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[thuhabong's solution](#)

237.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[thuhabong's solution](#)

238.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[thuhabong's solution](#)

239.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[thuhabong's solution](#)

240.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[thuhabong's solution](#)

241.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[thuhabong's solution](#)

242.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[thuhabong's solution](#)

243.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[thuhabong's solution](#)

244.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[thuhabong's solution](#)

245.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[thuhabong's solution](#)

246.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[thuhabong's solution](#)

247.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[thuhabong's solution](#)

248.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[thuhabong's solution](#)

249.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[thuhabong's solution](#)

250.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[thuhabong's solution](#)

251.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[thuhabong's solution](#)

252.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[thuhabong's solution](#)

253.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[thuhabong's solution](#)

254.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, trees

[thuhabong's solution](#)

255.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[thuhabong's solution](#)

256.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[thuhabong's solution](#)

257.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[thuhabong's solution](#)

258.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math
[thuhabong's solution](#)

259.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[thuhabong's solution](#)

260.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[thuhabong's solution](#)

261.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[thuhabong's solution](#)

262.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[thuhabong's solution](#)

263.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[thuhabong's solution](#)

264.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[thuhabong's solution](#)

265.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[thuhabong's solution](#)

266.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[thuhabong's solution](#)

267.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[thuhabong's solution](#)

268.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[thuhabong's solution](#)

269.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[thuhabong's solution](#)

270.

2079C

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

Quality: 222 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: *special

[thuhabong's solution](#)

271.

2172L

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

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[thuhabong's solution](#)

272.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[thuhabong's solution](#)

273.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thuhabong's solution](#)

274.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thuhabong's solution](#)

275.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thuhabong's solution](#)

276.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[thuhabong's solution](#)

277.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: *special

[thuhabong's solution](#)

278.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[thuhabong's solution](#)

279.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[thuhabong's solution](#)

280.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[thuhabong's solution](#)

281.

1769D3

[A,3D70f0a1CT2D6BCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force
[thuhabong's solution](#)

282.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[thuhabong's solution](#)

283.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[thuhabong's solution](#)

284.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[thuhabong's solution](#)

285.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[thuhabong's solution](#)

286.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
[thuhabong's solution](#)

287.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers
[thuhabong's solution](#)

288.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[thuhabong's solution](#)

289.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[thuhabong's solution](#)

290.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[thuhabong's solution](#)

291.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[thuhabong's solution](#)

292.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[thuhabong's solution](#)

293.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[thuhabong's solution](#)

294.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[thuhabong's solution](#)

295.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[thuhabong's solution](#)

296.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[thuhabong's solution](#)

297.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[thuhabong's solution](#)

298.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[thuhabong's solution](#)

299.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[thuhabong's solution](#)

300.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[thuhabong's solution](#)

301.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[thuhabong's solution](#)

302.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[thuhabong's solution](#)

303.

2191E

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

Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: interactive, two pointers

[thuhabong's solution](#)

304.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[thuhabong's solution](#)

305.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[thuhabong's solution](#)

306.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[thuhabong's solution](#)

307.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[thuhabong's solution](#)

308.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[thuhabong's solution](#)

309.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[thuhabong's solution](#)

310.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[thuhabong's solution](#)

311.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[thuhabong's solution](#)

312.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[thuhabong's solution](#)

313.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[thuhabong's solution](#)

314.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[thuhabong's solution](#)

315.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[thuhabong's solution](#)

316.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-03-20 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[thuhabong's solution](#)

317.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[thuhabong's solution](#)

318.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[thuhabong's solution](#)

319.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[thuhabong's solution](#)

320.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[thuhabong's solution](#)

321.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[thuhabong's solution](#)

322.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[thuhabong's solution](#)

323.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[thuhabong's solution](#)

324.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[thuhabong's solution](#)

325.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[thuhabong's solution](#)

326.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[thuhabong's solution](#)

327.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[thuhabong's solution](#)

328.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[thuhabong's solution](#)

329.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[thuhabong's solution](#)

330.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[thuhabong's solution](#)

331.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[thuhabong's solution](#)

332.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[thuhabong's solution](#)

333.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[thuhabong's solution](#)

334.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[thuhabong's solution](#)

335.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[thuhabong's solution](#)

336.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[thuhabong's solution](#)

337.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[thuhabong's solution](#)

338.

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[thuhabong's solution](#)

339.

1989E

[Distance to Different · Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[thuhabong's solution](#)

340.

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[thuhabong's solution](#)

341.

1980G

[Yasya and the Mysterious Tree · Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[thuhabong's solution](#)

342.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[thuhabong's solution](#)

343.

1977D

[XORificator · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[thuhabong's solution](#)

344.

1995D

[Cases · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[thuhabong's solution](#)

345.

2041I

[Auto Complete · Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[thuhabong's solution](#)

346.

2041H

[Sheet Music · Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[thuhabong's solution](#)

347.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[thuhabong's solution](#)

348.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[thuhabong's solution](#)

349.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[thuhabong's solution](#)

350.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[thuhabong's solution](#)

351.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[thuhabong's solution](#)

352.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[thuhabong's solution](#)

353.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[thuhabong's solution](#)

354.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[thuhabong's solution](#)

355.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[thuhabong's solution](#)

356.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[thuhabong's solution](#)

357.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[thuhabong's solution](#)

358.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[thuhabong's solution](#)

359.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[thuhabong's solution](#)

360.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[thuhabong's solution](#)

361.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[thuhabong's solution](#)

362.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[thuhabong's solution](#)

363.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[thuhabong's solution](#)

364.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[thuhabong's solution](#)

365.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[thuhabong's solution](#)

366.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[thuhabong's solution](#)

367.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[thuhabong's solution](#)

368.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[thuhabong's solution](#)

369.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[thuhabong's solution](#)

370.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[thuhabong's solution](#)

371.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[thuhabong's solution](#)

372.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[thuhabong's solution](#)

373.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[thuhabong's solution](#)

374.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[thuhabong's solution](#)

375.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[thuhabong's solution](#)

376.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[thuhabong's solution](#)

377.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[thuhabong's solution](#)

378.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[thuhabong's solution](#)

379.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[thuhabong's solution](#)

380.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[thuhabong's solution](#)

381.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[thuhabong's solution](#)

382.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[thuhabong's solution](#)

383.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[thuhabong's solution](#)

384.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-12-04 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[thuhabong's solution](#)

385.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[thuhabong's solution](#)

386.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[thuhabong's solution](#)

387.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[thuhabong's solution](#)

388.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[thuhabong's solution](#)

389.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[thuhabong's solution](#)

390.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[thuhabong's solution](#)

391.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[thuhabong's solution](#)

392.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[thuhabong's solution](#)

393.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[thuhabong's solution](#)

394.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[thuhabong's solution](#)

395.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[thuhabong's solution](#)

396.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[thuhabong's solution](#)

397.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[thuhabong's solution](#)

398.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[thuhabong's solution](#)

399.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[thuhabong's solution](#)

400.

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[thuhabong's solution](#)

401.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[thuhabong's solution](#)

402.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[thuhabong's solution](#)

403.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[thuhabong's solution](#)

404.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[thuhabong's solution](#)

405.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[thuhabong's solution](#)

406.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[thuhabong's solution](#)

407.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[thuhabong's solution](#)

408.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[thuhabong's solution](#)

409.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[thuhabong's solution](#)

410.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[thuhabong's solution](#)

411.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[thuhabong's solution](#)

412.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[thuhabong's solution](#)

413.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[thuhabong's solution](#)

414.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[thuhabong's solution](#)

415.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[thuhabong's solution](#)

416.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[thuhabong's solution](#)

417.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[thuhabong's solution](#)

418.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[thuhabong's solution](#)

419.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[thuhabong's solution](#)

420.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[thuhabong's solution](#)

421.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[thuhabong's solution](#)

422.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[thuhabong's solution](#)

423.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[thuhabong's solution](#)

424.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[thuhabong's solution](#)

425.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[thuhabong's solution](#)

426.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[thuhabong's solution](#)

427.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[thuhabong's solution](#)

428.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[thuhabong's solution](#)

429.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[thuhabong's solution](#)

430.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[thuhabong's solution](#)

431.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[thuhabong's solution](#)

432.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[thuhabong's solution](#)

433.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, sortings

[thuhabong's solution](#)

434.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[thuhabong's solution](#)

435.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[thuhabong's solution](#)

436.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[thuhabong's solution](#)

437.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[thuhabong's solution](#)

438.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[thuhabong's solution](#)

439.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[thuhabong's solution](#)

440.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[thuhabong's solution](#)

441.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[thuhabong's solution](#)

442.

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[thuhabong's solution](#)

443.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and

conquer, greedy, sortings, ternary search, two pointers

[thuhabong's solution](#)

444.

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[thuhabong's solution](#)

445.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[thuhabong's solution](#)

446.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[thuhabong's solution](#)

447.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[thuhabong's solution](#)

448.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[thuhabong's solution](#)

449.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[thuhabong's solution](#)

450.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[thuhabong's solution](#)

451.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[thuhabong's solution](#)

452.

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[thuhabong's solution](#)

453.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees
[thuhabong's solution](#)

454.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths
[thuhabong's solution](#)

455.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[thuhabong's solution](#)

456.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs
[thuhabong's solution](#)

457.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[thuhabong's solution](#)

458.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math
[thuhabong's solution](#)

459.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[thuhabong's solution](#)

460.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices
[thuhabong's solution](#)

461.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-11-18 · last AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory
[thuhabong's solution](#)

462.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[thuhabong's solution](#)

463.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[thuhabong's solution](#)

464.

2122E

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

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[thuhabong's solution](#)

465.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-11-09 · last AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[thuhabong's solution](#)

466.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[thuhabong's solution](#)

467.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[thuhabong's solution](#)

468.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[thuhabong's solution](#)

469.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[thuhabong's solution](#)

470.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[thuhabong's solution](#)

471.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[thuhabong's solution](#)

472.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[thuhabong's solution](#)

473.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[thuhabong's solution](#)

474.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[thuhabong's solution](#)

475.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[thuhabong's solution](#)

476.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[thuhabong's solution](#)

477.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[thuhabong's solution](#)

478.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[thuhabong's solution](#)

479.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[thuhabong's solution](#)

480.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[thuhabong's solution](#)

481.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[thuhabong's solution](#)

482.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[thuhabong's solution](#)

483.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[thuhabong's solution](#)

484.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[thuhabong's solution](#)

485.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows
[thuhabong's solution](#)

486.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[thuhabong's solution](#)

487.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[thuhabong's solution](#)

488.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[thuhabong's solution](#)

489.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[thuhabong's solution](#)

490.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[thuhabong's solution](#)

491.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[thuhabong's solution](#)

492.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[thuhabong's solution](#)

493.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[thuhabong's solution](#)

494.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, trees

[thuhabong's solution](#)

495.

2159D2

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

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[thuhabong's solution](#)

496.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[thuhabong's solution](#)

497.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[thuhabong's solution](#)

498.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, probabilities, trees

[thuhabong's solution](#)

499.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[thuhabong's solution](#)

500.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[thuhabong's solution](#)

501.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[thuhabong's solution](#)

502.

2035H

[Peak Productivity Forces](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[thuhabong's solution](#)

503.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[thuhabong's solution](#)

504.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[thuhabong's solution](#)

505.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · last AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[thuhabong's solution](#)