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# Unique solved — toma ariciu

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7.

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8.

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9.

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1971A

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1909A

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50A

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71A

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45.

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46.

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47.

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50.

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51.

1684B

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1573A

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1567A

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**78.**

1433B

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**80.**

2178B

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1883B

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1992C

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**84.**

1624B

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**87.**

1433C

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**88.**

2162B

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**89.**

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**90.**

2057B

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**91.**

2034B

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1883C

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**97.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,232 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[toma\\_ariciu's solution](#)

**98.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[toma\\_ariciu's solution](#)

**99.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[toma\\_ariciu's solution](#)

**100.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[toma\\_ariciu's solution](#)

**101.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[toma\\_ariciu's solution](#)

**102.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[toma\\_ariciu's solution](#)

**103.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[toma\\_ariciu's solution](#)

**104.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[toma\\_ariciu's solution](#)

**105.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[toma\\_ariciu's solution](#)

**106.**

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[toma\\_ariciu's solution](#)

**107.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[toma\\_ariciu's solution](#)

**108.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[toma\\_ariciu's solution](#)

**109.**

1807G2

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

Quality: 27,841 global accepts · Rating: 1100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[toma\\_ariciu's solution](#)

**110.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 1100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math  
[toma\\_ariciu's solution](#)

**111.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[toma\\_ariciu's solution](#)

**112.**

1917B

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

Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[toma\\_ariciu's solution](#)

**113.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,010 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[toma\\_ariciu's solution](#)

**114.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[toma\\_ariciu's solution](#)

**115.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[toma\\_ariciu's solution](#)

**116.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[toma\\_ariciu's solution](#)

**117.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[toma\\_ariciu's solution](#)

**118.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,603 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[toma\\_ariciu's solution](#)

**119.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[toma\\_ariciu's solution](#)

**120.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[toma\\_ariciu's solution](#)

**121.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[toma\\_ariciu's solution](#)

**122.**

2182C

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

Quality: 15,513 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp  
[toma\\_ariciu's solution](#)

**123.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[toma\\_ariciu's solution](#)

**124.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[toma\\_ariciu's solution](#)

**125.**

2092C

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

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[toma\\_ariciu's solution](#)

**126.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[toma\\_ariciu's solution](#)

**127.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[toma\\_ariciu's solution](#)

**128.**

1983B

[Corner Twist](#) · [Tutorial](#)

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

[toma\\_ariciu's solution](#)

**129.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[toma\\_ariciu's solution](#)

**130.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math

[toma\\_ariciu's solution](#)

**131.**

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[toma\\_ariciu's solution](#)

**132.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[toma\\_ariciu's solution](#)

**133.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[toma\\_ariciu's solution](#)

**134.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[toma\\_ariciu's solution](#)

**135.**

1909B

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

Quality: 30,954 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[toma\\_ariciu's solution](#)

**136.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[toma\\_ariciu's solution](#)

**137.**

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[toma\\_ariciu's solution](#)

**138.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,276 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[toma\\_ariciu's solution](#)

**139.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[toma\\_ariciu's solution](#)

**140.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[toma\\_ariciu's solution](#)

**141.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[toma\\_ariciu's solution](#)

**142.**

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[toma\\_ariciu's solution](#)

**143.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[toma\\_ariciu's solution](#)

**144.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,817 global accepts · Rating: 1200 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[toma\\_ariciu's solution](#)

**145.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,574 global accepts · Rating: 1200 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[toma\\_ariciu's solution](#)

**146.**

2172M

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

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[toma\\_ariciu's solution](#)

**147.**

2145C

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

Quality: 15,399 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[toma\\_ariciu's solution](#)

**148.**

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[toma\\_ariciu's solution](#)

**149.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[toma\\_ariciu's solution](#)

**150.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[toma\\_ariciu's solution](#)

**151.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[toma\\_ariciu's solution](#)

**152.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[toma\\_ariciu's solution](#)

**153.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,146 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[toma\\_ariciu's solution](#)

**154.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[toma\\_ariciu's solution](#)

**155.**

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[toma\\_ariciu's solution](#)

**156.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[toma\\_ariciu's solution](#)

**157.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[toma\\_ariciu's solution](#)

**158.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[toma\\_ariciu's solution](#)

**159.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: combinatorics, math

[toma\\_ariciu's solution](#)

**160.**

2190B1

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

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

[toma\\_ariciu's solution](#)

**161.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[toma\\_ariciu's solution](#)

**162.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[toma\\_ariciu's solution](#)

**163.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[toma\\_ariciu's solution](#)

**164.**

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[toma\\_ariciu's solution](#)

**165.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[toma\\_ariciu's solution](#)

**166.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[toma\\_ariciu's solution](#)

**167.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[toma\\_ariciu's solution](#)

**168.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[toma\\_ariciu's solution](#)

**169.**

1907D

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

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[toma\\_ariciu's solution](#)

**170.**

1903C

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

Quality: 14,479 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[toma\\_ariciu's solution](#)

**171.**

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[toma\\_ariciu's solution](#)

**172.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[toma\\_ariciu's solution](#)

**173.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,404 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[toma\\_ariciu's solution](#)

**174.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[toma\\_ariciu's solution](#)

**175.**

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[toma\\_ariciu's solution](#)

**176.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[toma\\_ariciu's solution](#)

**177.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[toma\\_ariciu's solution](#)

**178.**

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings  
[toma\\_ariciu's solution](#)

**179.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[toma\\_ariciu's solution](#)

**180.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[toma\\_ariciu's solution](#)

**181.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[toma\\_ariciu's solution](#)

**182.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[toma\\_ariciu's solution](#)

**183.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math  
[toma\\_ariciu's solution](#)

**184.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[toma\\_ariciu's solution](#)

**185.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math  
[toma\\_ariciu's solution](#)

**186.**

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[toma\\_ariciu's solution](#)

**187.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[toma\\_ariciu's solution](#)

**188.**

2070C

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

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[toma\\_ariciu's solution](#)

**189.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[toma\\_ariciu's solution](#)

**190.**

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[toma\\_ariciu's solution](#)

**191.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[toma\\_ariciu's solution](#)

**192.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[toma\\_ariciu's solution](#)

**193.**

1891C

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

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[toma\\_ariciu's solution](#)

**194.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[toma\\_ariciu's solution](#)

**195.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[toma\\_ariciu's solution](#)

**196.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[toma\\_ariciu's solution](#)

**197.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[toma\\_ariciu's solution](#)

**198.**

276C

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

Quality: 39,541 global accepts · Rating: 1500 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[toma\\_ariciu's solution](#)

**199.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[toma\\_ariciu's solution](#)

**200.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: binary search, implementation

[toma\\_ariciu's solution](#)

**201.**

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[toma\\_ariciu's solution](#)

**202.**

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[toma\\_ariciu's solution](#)

**203.**

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[toma\\_ariciu's solution](#)

**204.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,104 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[toma\\_ariciu's solution](#)

**205.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[toma\\_ariciu's solution](#)

**206.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[toma\\_ariciu's solution](#)

**207.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[toma\\_ariciu's solution](#)

**208.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[toma\\_ariciu's solution](#)

**209.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[toma\\_ariciu's solution](#)

**210.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[toma\\_ariciu's solution](#)

**211.**

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[toma\\_ariciu's solution](#)

**212.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[toma\\_ariciu's solution](#)

**213.**

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[toma\\_ariciu's solution](#)

**214.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[toma\\_ariciu's solution](#)

**215.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[toma\\_ariciu's solution](#)

**216.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[toma\\_ariciu's solution](#)

**217.**

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[toma\\_ariciu's solution](#)

**218.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[toma\\_ariciu's solution](#)

**219.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[toma\\_ariciu's solution](#)

**220.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[toma\\_ariciu's solution](#)

**221.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[toma\\_ariciu's solution](#)

**222.**

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[toma\\_ariciu's solution](#)

**223.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[toma\\_ariciu's solution](#)

**224.**

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[toma\\_ariciu's solution](#)

**225.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[toma\\_ariciu's solution](#)

**226.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[toma\\_ariciu's solution](#)

**227.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[toma\\_ariciu's solution](#)

**228.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[toma\\_ariciu's solution](#)

**229.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[toma\\_ariciu's solution](#)

**230.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[toma\\_ariciu's solution](#)

**231.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[toma\\_ariciu's solution](#)

**232.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[toma\\_ariciu's solution](#)

**233.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 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

[toma\\_ariciu's solution](#)

**234.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[toma\\_ariciu's solution](#)

**235.**

2145D

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

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[toma\\_ariciu's solution](#)

**236.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[toma\\_ariciu's solution](#)

**237.**

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[toma\\_ariciu's solution](#)

**238.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[toma\\_ariciu's solution](#)

**239.**

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, trees

[toma\\_ariciu's solution](#)

**240.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[toma\\_ariciu's solution](#)

**241.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[toma\\_ariciu's solution](#)

**242.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[toma\\_ariciu's solution](#)

**243.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[toma\\_ariciu's solution](#)

**244.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers

[toma\\_ariciu's solution](#)

**245.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[toma\\_ariciu's solution](#)

**246.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[toma\\_ariciu's solution](#)

**247.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[toma\\_ariciu's solution](#)

**248.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[toma\\_ariciu's solution](#)

**249.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[toma\\_ariciu's solution](#)

**250.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[toma\\_ariciu's solution](#)

**251.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[toma\\_ariciu's solution](#)

**252.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[toma\\_ariciu's solution](#)

**253.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[toma\\_ariciu's solution](#)

**254.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[toma\\_ariciu's solution](#)

**255.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[toma\\_ariciu's solution](#)

**256.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[toma\\_ariciu's solution](#)

**257.**

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
[toma\\_ariciu's solution](#)

**258.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[toma\\_ariciu's solution](#)

**259.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers  
[toma\\_ariciu's solution](#)

**260.**

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[toma\\_ariciu's solution](#)

**261.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers  
[toma\\_ariciu's solution](#)

**262.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings  
[toma\\_ariciu's solution](#)

**263.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[toma\\_ariciu's solution](#)

**264.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[toma\\_ariciu's solution](#)

**265.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers  
[toma\\_ariciu's solution](#)

**266.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[toma\\_ariciu's solution](#)

**267.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[toma\\_ariciu's solution](#)

**268.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees  
[toma\\_ariciu's solution](#)

**269.**

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs  
[toma\\_ariciu's solution](#)

**270.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,875 global accepts · Rating: 1900 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[toma\\_ariciu's solution](#)

**271.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-10-12 · last AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[toma\\_ariciu's solution](#)

**272.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
[toma\\_ariciu's solution](#)

**273.**

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[toma\\_ariciu's solution](#)

**274.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation  
[toma\\_ariciu's solution](#)

**275.**

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive  
[toma\\_ariciu's solution](#)

**276.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[toma\\_ariciu's solution](#)

**277.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[toma\\_ariciu's solution](#)

**278.**

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[toma\\_ariciu's solution](#)

**279.**

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[toma\\_ariciu's solution](#)

**280.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[toma\\_ariciu's solution](#)

**281.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[toma\\_ariciu's solution](#)

**282.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[toma\\_ariciu's solution](#)

**283.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[toma\\_ariciu's solution](#)

**284.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[toma\\_ariciu's solution](#)

**285.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[toma\\_ariciu's solution](#)

**286.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[toma\\_ariciu's solution](#)

**287.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[toma\\_ariciu's solution](#)

**288.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[toma\\_ariciu's solution](#)

**289.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[toma\\_ariciu's solution](#)

**290.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[toma\\_ariciu's solution](#)

**291.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[toma\\_ariciu's solution](#)

**292.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[toma\\_ariciu's solution](#)

**293.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[toma\\_ariciu's solution](#)

**294.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[toma\\_ariciu's solution](#)

**295.**

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[toma\\_ariciu's solution](#)

**296.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[toma\\_ariciu's solution](#)

**297.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[toma\\_ariciu's solution](#)

**298.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math  
[toma\\_ariciu's solution](#)

**299.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[toma\\_ariciu's solution](#)

**300.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[toma\\_ariciu's solution](#)

**301.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[toma\\_ariciu's solution](#)

**302.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths  
[toma\\_ariciu's solution](#)

**303.**

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: data structures  
[toma\\_ariciu's solution](#)

**304.**

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths  
[toma\\_ariciu's solution](#)

**305.**

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[toma\\_ariciu's solution](#)

**306.**

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  
[toma\\_ariciu's solution](#)

**307.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[toma\\_ariciu's solution](#)

**308.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[toma\\_ariciu's solution](#)

**309.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[toma\\_ariciu's solution](#)

**310.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy  
[toma\\_ariciu's solution](#)

**311.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[toma\\_ariciu's solution](#)

**312.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities  
[toma\\_ariciu's solution](#)

**313.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs  
[toma\\_ariciu's solution](#)

**314.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math  
[toma\\_ariciu's solution](#)

**315.**

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, strings  
[toma\\_ariciu's solution](#)

**316.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics  
[toma\\_ariciu's solution](#)

**317.**

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[toma\\_ariciu's solution](#)

**318.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[toma\\_ariciu's solution](#)

**319.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[toma\\_ariciu's solution](#)

**320.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[toma\\_ariciu's solution](#)

**321.**

2178F

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

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

[toma\\_ariciu's solution](#)

**322.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[toma\\_ariciu's solution](#)

**323.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[toma\\_ariciu's solution](#)

**324.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[toma\\_ariciu's solution](#)

**325.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[toma\\_ariciu's solution](#)

**326.**

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[toma\\_ariciu's solution](#)

**327.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[toma\\_ariciu's solution](#)

**328.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[toma\\_ariciu's solution](#)

**329.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[toma\\_ariciu's solution](#)

**330.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[toma\\_ariciu's solution](#)

**331.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[toma\\_ariciu's solution](#)

**332.**

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[toma\\_ariciu's solution](#)

**333.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[toma\\_ariciu's solution](#)

**334.**

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[toma\\_ariciu's solution](#)

**335.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[toma\\_ariciu's solution](#)

**336.**

1504E

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

Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[toma\\_ariciu's solution](#)

**337.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[toma\\_ariciu's solution](#)

**338.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[toma\\_ariciu's solution](#)

**339.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[toma\\_ariciu's solution](#)

**340.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[toma\\_ariciu's solution](#)

**341.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[toma\\_ariciu's solution](#)

**342.**

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[toma\\_ariciu's solution](#)

**343.**

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[toma\\_ariciu's solution](#)

**344.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[toma\\_ariciu's solution](#)

**345.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[toma\\_ariciu's solution](#)

**346.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[toma\\_ariciu's solution](#)

**347.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[toma\\_ariciu's solution](#)

**348.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[toma\\_ariciu's solution](#)

**349.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[toma\\_ariciu's solution](#)

**350.**

1520G

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

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[toma\\_ariciu's solution](#)

**351.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[toma\\_ariciu's solution](#)

**352.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[toma\\_ariciu's solution](#)

**353.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[toma\\_ariciu's solution](#)

**354.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[toma\\_ariciu's solution](#)

**355.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[toma\\_ariciu's solution](#)

**356.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[toma\\_ariciu's solution](#)

**357.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[toma\\_ariciu's solution](#)

**358.**

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[toma\\_ariciu's solution](#)

**359.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[toma\\_ariciu's solution](#)

**360.**

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[toma\\_ariciu's solution](#)

**361.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[toma\\_ariciu's solution](#)

**362.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[toma\\_ariciu's solution](#)

**363.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[toma\\_ariciu's solution](#)

**364.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[toma\\_ariciu's solution](#)

**365.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[toma\\_ariciu's solution](#)

**366.**

2172L

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

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[toma\\_ariciu's solution](#)

**367.**

1933G

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

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[toma\\_ariciu's solution](#)

**368.**

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[toma\\_ariciu's solution](#)

**369.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[toma\\_ariciu's solution](#)

**370.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[toma\\_ariciu's solution](#)

**371.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[toma\\_ariciu's solution](#)

**372.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[toma\\_ariciu's solution](#)

**373.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[toma\\_ariciu's solution](#)

**374.**

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[toma\\_ariciu's solution](#)

**375.**

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[toma\\_ariciu's solution](#)

**376.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[toma\\_ariciu's solution](#)

**377.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[toma\\_ariciu's solution](#)

**378.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[toma\\_ariciu's solution](#)

**379.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[toma\\_ariciu's solution](#)

**380.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[toma\\_ariciu's solution](#)

**381.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[toma\\_ariciu's solution](#)

**382.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[toma\\_ariciu's solution](#)

**383.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[toma\\_ariciu's solution](#)

**384.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[toma\\_ariciu's solution](#)

**385.**

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[toma\\_ariciu's solution](#)

**386.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[toma\\_ariciu's solution](#)

**387.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[toma\\_ariciu's solution](#)

**388.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[toma\\_ariciu's solution](#)

**389.**

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[toma\\_ariciu's solution](#)

**390.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[toma\\_ariciu's solution](#)

**391.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[toma\\_ariciu's solution](#)

**392.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[toma\\_ariciu's solution](#)

**393.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[toma\\_ariciu's solution](#)

**394.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[toma\\_ariciu's solution](#)

**395.**

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[toma\\_ariciu's solution](#)

**396.**

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[toma\\_ariciu's solution](#)

**397.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[toma\\_ariciu's solution](#)

**398.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, math, number theory

[toma\\_ariciu's solution](#)

**399.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[toma\\_ariciu's solution](#)

**400.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[toma\\_ariciu's solution](#)

**401.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[toma\\_ariciu's solution](#)

**402.**

1866I

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[toma\\_ariciu's solution](#)

**403.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[toma\\_ariciu's solution](#)

**404.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[toma\\_ariciu's solution](#)

**405.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[toma\\_ariciu's solution](#)

**406.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[toma\\_ariciu's solution](#)

**407.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[toma\\_ariciu's solution](#)

**408.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[toma\\_ariciu's solution](#)

**409.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[toma\\_ariciu's solution](#)

**410.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[toma\\_ariciu's solution](#)

**411.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities  
[toma\\_ariciu's solution](#)

**412.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[toma\\_ariciu's solution](#)

**413.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**414.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[toma\\_ariciu's solution](#)

**415.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[toma\\_ariciu's solution](#)

**416.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp  
[toma\\_ariciu's solution](#)

**417.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[toma\\_ariciu's solution](#)

**418.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory  
[toma\\_ariciu's solution](#)

**419.**

1886E

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

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers  
[toma\\_ariciu's solution](#)

**420.**

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, number theory  
[toma\\_ariciu's solution](#)

**421.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[toma\\_ariciu's solution](#)

**422.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory  
[toma\\_ariciu's solution](#)

**423.**

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[toma\\_ariciu's solution](#)

**424.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory  
[toma\\_ariciu's solution](#)

**425.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees  
[toma\\_ariciu's solution](#)

**426.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[toma\\_ariciu's solution](#)

**427.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math  
[toma\\_ariciu's solution](#)

**428.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[toma\\_ariciu's solution](#)

**429.**

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[toma\\_ariciu's solution](#)

**430.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[toma\\_ariciu's solution](#)

**431.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[toma\\_ariciu's solution](#)

**432.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[toma\\_ariciu's solution](#)

**433.**

1831E

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

Rating: 2400 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[toma\\_ariciu's solution](#)

**434.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[toma\\_ariciu's solution](#)

**435.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[toma\\_ariciu's solution](#)

**436.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[toma\\_ariciu's solution](#)

**437.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[toma\\_ariciu's solution](#)

**438.**

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[toma\\_ariciu's solution](#)

**439.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[toma\\_ariciu's solution](#)

**440.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[toma\\_ariciu's solution](#)

**441.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[toma\\_ariciu's solution](#)

**442.**

2172H

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

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[toma\\_ariciu's solution](#)

**443.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[toma\\_ariciu's solution](#)

**444.**

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[toma\\_ariciu's solution](#)

**445.**

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[toma\\_ariciu's solution](#)

**446.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[toma\\_ariciu's solution](#)

**447.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[toma\\_ariciu's solution](#)

**448.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[toma\\_ariciu's solution](#)

**449.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[toma\\_ariciu's solution](#)

**450.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[toma\\_ariciu's solution](#)

**451.**

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[toma\\_ariciu's solution](#)

**452.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[toma\\_ariciu's solution](#)

**453.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[toma\\_ariciu's solution](#)

**454.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[toma\\_ariciu's solution](#)

**455.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[toma\\_ariciu's solution](#)

**456.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[toma\\_ariciu's solution](#)

**457.**

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math,

number theory, two pointers

[toma\\_ariciu's solution](#)

**458.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[toma\\_ariciu's solution](#)

**459.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[toma\\_ariciu's solution](#)

**460.**

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[toma\\_ariciu's solution](#)

**461.**

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[toma\\_ariciu's solution](#)

**462.**

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[toma\\_ariciu's solution](#)

**463.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[toma\\_ariciu's solution](#)

**464.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[toma\\_ariciu's solution](#)

**465.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[toma\\_ariciu's solution](#)

**466.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[toma\\_ariciu's solution](#)

**467.**

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[toma\\_ariciu's solution](#)

**468.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[toma\\_ariciu's solution](#)

**469.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[toma\\_ariciu's solution](#)

**470.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[toma\\_ariciu's solution](#)

**471.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[toma\\_ariciu's solution](#)

**472.**

2025F

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

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[toma\\_ariciu's solution](#)

**473.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[toma\\_ariciu's solution](#)

**474.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[toma\\_ariciu's solution](#)

**475.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[toma\\_ariciu's solution](#)

**476.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[toma\\_ariciu's solution](#)

**477.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[toma\\_ariciu's solution](#)

**478.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[toma\\_ariciu's solution](#)

**479.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[toma\\_ariciu's solution](#)

**480.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[toma\\_ariciu's solution](#)

**481.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[toma\\_ariciu's solution](#)

**482.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[toma\\_ariciu's solution](#)

**483.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[toma\\_ariciu's solution](#)

**484.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[toma\\_ariciu's solution](#)

**485.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures

[toma\\_ariciu's solution](#)

**486.**

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[toma\\_ariciu's solution](#)

**487.**

686E

[Optimal Point](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[toma\\_ariciu's solution](#)

**488.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · last AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[toma\\_ariciu's solution](#)

**489.**

664E

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: —

[toma\\_ariciu's solution](#)

**490.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[toma\\_ariciu's solution](#)

**491.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[toma\\_ariciu's solution](#)

**492.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: \*special, graph matchings, implementation

[toma\\_ariciu's solution](#)

**493.**

106225K

[Keygen 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[toma\\_ariciu's solution](#)

**494.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[toma\\_ariciu's solution](#)

**495.**

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[toma\\_ariciu's solution](#)

**496.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[toma\\_ariciu's solution](#)

**497.**

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[toma\\_ariciu's solution](#)

**498.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**499.**

106225B

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**500.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**501.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**502.**

106225D

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**503.**

106193K

[Keys and Grates](#) · [Tutorial](#)

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

**504.**

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**505.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

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

**506.**

106193H

[High Score](#) · [Tutorial](#)

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

**507.**

106193D

[Defense Distance](#) · [Tutorial](#)

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

**508.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**509.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

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

**510.**

106193C

[Compact Encoding](#) · [Tutorial](#)

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

**511.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · Python 3 (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**512.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**513.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**514.**

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**515.**

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**516.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**517.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**518.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**519.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**520.**

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**521.**

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**522.**

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**523.**

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**524.**

104797I

[Regional development](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**525.**

104797G

[Lines in a grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**526.**

104797E

[Fishing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**527.**

104797A

[Airline](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**528.**

104797K

[Single-track railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**529.**

104797F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**530.**

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**531.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**532.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**533.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**534.**

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**535.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**536.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**537.**

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**538.**

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**539.**

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**540.**

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**541.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**542.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**543.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**544.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**545.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**546.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**547.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**548.**

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**549.**

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**550.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**551.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**552.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**553.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**554.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**555.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**556.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**557.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**558.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**559.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**560.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toma\\_ariciu's solution](#)

**561.**

103081C

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