

## [CF Elite Tracker](https://cf-elite-tracker-h5x0ypj62-wwwmaheshbauri-8206s-projects.vercel.app)

<https://cf-elite-tracker-h5x0ypj62-wwwmaheshbauri-8206s-projects.vercel.app>

# Unique solved — tourist

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

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

Filters: [topic 'dp'](#)

Count: 706

1.

2031A

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

Quality: 20,941 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [dp](#), [greedy](#), [math](#)

[tourist's solution](#)

2.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,871 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: [dp](#), [greedy](#), [implementation](#)

[tourist's solution](#)

3.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,629 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [dfs and similar](#), [dp](#), [implementation](#)

[tourist's solution](#)

4.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [dp](#), [greedy](#)

[tourist's solution](#)

5.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: [dp](#), [implementation](#), [strings](#)

[tourist's solution](#)

6.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,593 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: [dp](#), [greedy](#)

[tourist's solution](#)

7.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,242 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [greedy](#)

[tourist's solution](#)

8.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,560 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [dp](#), [greedy](#), [implementation](#), [strings](#)

[tourist's solution](#)

9.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,185 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [greedy](#), [strings](#)

[tourist's solution](#)

**10.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,209 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math  
[tourist's solution](#)

**11.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,733 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[tourist's solution](#)

**12.**

1861B

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

Quality: 23,996 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[tourist's solution](#)

**13.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,032 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[tourist's solution](#)

**14.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,528 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[tourist's solution](#)

**15.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[tourist's solution](#)

**16.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,565 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[tourist's solution](#)

**17.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,483 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory  
[tourist's solution](#)

**18.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,412 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[tourist's solution](#)

**19.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,264 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[tourist's solution](#)

**20.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[tourist's solution](#)

**21.**

1917B

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

Quality: 36,292 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[tourist's solution](#)

**22.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,483 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[tourist's solution](#)

**23.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,456 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math  
[tourist's solution](#)

**24.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation  
[tourist's solution](#)

**25.**

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**26.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,667 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[tourist's solution](#)

**27.**

2135A

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

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[tourist's solution](#)

**28.**

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[tourist's solution](#)

**29.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[tourist's solution](#)

**30.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1200 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[tourist's solution](#)

**31.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,885 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[tourist's solution](#)

**32.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,931 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[tourist's solution](#)

**33.**

1934B

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

Quality: 22,006 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[tourist's solution](#)

**34.**

1926C

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

Quality: 32,719 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[tourist's solution](#)

**35.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,632 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[tourist's solution](#)

**36.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,795 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[tourist's solution](#)

**37.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,901 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[tourist's solution](#)

**38.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2015-03-08 · Java 8 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[tourist's solution](#)

**39.**

1999E

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

Quality: 23,605 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[tourist's solution](#)

**40.**

1984C1

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

Quality: 20,145 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

**41.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

**42.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,107 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[tourist's solution](#)

**43.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,857 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[tourist's solution](#)

**44.**

1774C

[Ice and Fire](#) · [Tutorial](#)

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

[tourist's solution](#)

**45.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,072 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[tourist's solution](#)

**46.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,479 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[tourist's solution](#)

**47.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,792 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[tourist's solution](#)

**48.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,347 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[tourist's solution](#)

**49.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,720 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[tourist's solution](#)

**50.**

1420C1

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

Quality: 18,970 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tourist's solution](#)

**51.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[tourist's solution](#)

**52.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,919 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[tourist's solution](#)

**53.**

2190B1

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

Quality: 10,642 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

[tourist's solution](#)

**54.**

1919C

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

Quality: 28,535 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

**55.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,292 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

**56.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,139 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[tourist's solution](#)

**57.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[tourist's solution](#)

**58.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,454 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[tourist's solution](#)

**59.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1400 · first AC: 2012-04-22 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**60.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,127 global accepts · Rating: 1400 · first AC: 2011-10-18 · Delphi (first AC) · Tags: dp, greedy, trees

[tourist's solution](#)

**61.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,108 global accepts · Rating: 1400 · first AC: 2010-11-06 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**62.**

2115A

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

Quality: 14,931 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[tourist's solution](#)

**63.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,482 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[tourist's solution](#)

**64.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[tourist's solution](#)

**65.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[tourist's solution](#)

**66.**

1842C

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

Quality: 16,469 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tourist's solution](#)

**67.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,764 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[tourist's solution](#)

**68.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,083 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[tourist's solution](#)

**69.**

1408C

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

Quality: 9,271 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[tourist's solution](#)

**70.**

1418C

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

Quality: 28,091 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[tourist's solution](#)

**71.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,590 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[tourist's solution](#)

**72.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,556 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**73.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,939 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp  
[tourist's solution](#)

**74.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,074 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[tourist's solution](#)

**75.**

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation  
[tourist's solution](#)

**76.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,803 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**77.**

204A

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

Quality: 6,585 global accepts · Rating: 1500 · first AC: 2012-07-11 · Delphi (first AC) · Tags: binary search, combinatorics, dp  
[tourist's solution](#)

**78.**

74B

[Train](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1500 · first AC: 2011-04-15 · Delphi (first AC) · Tags: dp, games, greedy  
[tourist's solution](#)

**79.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1500 · first AC: 2010-04-15 · Delphi (first AC) · Tags: dp, implementation  
[tourist's solution](#)

**80.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math  
[tourist's solution](#)

**81.**

2125D

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

Quality: 9,259 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[tourist's solution](#)

**82.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,952 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[tourist's solution](#)

**83.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers  
[tourist's solution](#)

**84.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers  
[tourist's solution](#)

**85.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,711 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees  
[tourist's solution](#)

**86.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers  
[tourist's solution](#)

**87.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,269 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[tourist's solution](#)

**88.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[tourist's solution](#)

**89.**

1677A

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

Quality: 9,352 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[tourist's solution](#)

**90.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,066 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math  
[tourist's solution](#)

**91.**

1555D

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

Quality: 15,457 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[tourist's solution](#)

**92.**

1528A

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

Quality: 18,954 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[tourist's solution](#)

**93.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,643 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tourist's solution](#)

**94.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

**95.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,214 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[tourist's solution](#)

**96.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[tourist's solution](#)

**97.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy

[tourist's solution](#)

**98.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[tourist's solution](#)

**99.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,351 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[tourist's solution](#)

**100.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,161 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[tourist's solution](#)

**101.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[tourist's solution](#)

**102.**

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 1600 · first AC: 2012-07-14 · Delphi (first AC) · Tags: dp, math

[tourist's solution](#)

**103.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,813 global accepts · Rating: 1600 · first AC: 2012-03-16 · Delphi (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[tourist's solution](#)

**104.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1600 · first AC: 2011-08-23 · Delphi (first AC) · Tags: combinatorics, dp, math, probabilities  
[tourist's solution](#)

**105.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[tourist's solution](#)

**106.**

2118D1

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

Quality: 8,448 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[tourist's solution](#)

**107.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,222 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tourist's solution](#)

**108.**

2071C

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

Quality: 9,687 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[tourist's solution](#)

**109.**

2031D

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

Quality: 9,669 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[tourist's solution](#)

**110.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,461 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

**111.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 1700 · first AC: 2011-08-03 · last AC: 2024-06-18 · Delphi (first AC) · Tags: binary search, data structures, dp

[tourist's solution](#)

**112.**

1984C2

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

Quality: 8,686 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tourist's solution](#)

**113.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[tourist's solution](#)

**114.**

1969C

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

Quality: 11,490 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[tourist's solution](#)

**115.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,048 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings  
[tourist's solution](#)

**116.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,579 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[tourist's solution](#)

**117.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,750 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths  
[tourist's solution](#)

**118.**

1625C

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

Quality: 13,275 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[tourist's solution](#)

**119.**

1594D

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

Quality: 9,382 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs  
[tourist's solution](#)

**120.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,487 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[tourist's solution](#)

**121.**

1528B

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

Quality: 10,655 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**122.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[tourist's solution](#)

**123.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,760 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[tourist's solution](#)

**124.**

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, dp, graphs  
[tourist's solution](#)

**125.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[tourist's solution](#)

**126.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[tourist's solution](#)

**127.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,473 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**128.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,501 global accepts · Rating: 1700 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math  
[tourist's solution](#)

**129.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,796 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math  
[tourist's solution](#)

**130.**

524B

[BD>D\\$> CÔU CÔUCÄOD\\$tr 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy  
[tourist's solution](#)

**131.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,594 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**132.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,849 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[tourist's solution](#)

**133.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,987 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**134.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,159 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[tourist's solution](#)

**135.**

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**136.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,731 global accepts · Rating: 1700 · first AC: 2011-11-09 · Delphi (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[tourist's solution](#)

**137.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,057 global accepts · Rating: 1700 · first AC: 2011-08-19 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**138.**

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-04-12 · FPC (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

**139.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**140.**

2196C1

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

Quality: 3,575 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[tourist's solution](#)

**141.**

2187B

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

Quality: 5,267 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tourist's solution](#)

**142.**

2138C1

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

Quality: 5,420 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tourist's solution](#)

**143.**

2071D1

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

Quality: 6,691 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[tourist's solution](#)

**144.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,398 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tourist's solution](#)

**145.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,417 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[tourist's solution](#)

**146.**

1324F

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

Quality: 13,041 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

**147.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,711 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[tourist's solution](#)

**148.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,692 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tourist's solution](#)

**149.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[tourist's solution](#)

**150.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[tourist's solution](#)

**151.**

1930D1

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

Quality: 4,851 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[tourist's solution](#)

**152.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

**153.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,056 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[tourist's solution](#)

**154.**

1718A1

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

Quality: 6,416 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

**155.**

1637D

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

Quality: 8,913 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[tourist's solution](#)

**156.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings  
[tourist's solution](#)

**157.**

1552D

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

Quality: 7,882 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[tourist's solution](#)

**158.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,233 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths  
[tourist's solution](#)

**159.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[tourist's solution](#)

**160.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,185 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers  
[tourist's solution](#)

**161.**

1394A

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

Quality: 7,116 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
[tourist's solution](#)

**162.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers  
[tourist's solution](#)

**163.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, dp  
[tourist's solution](#)

**164.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs  
[tourist's solution](#)

**165.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,157 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities  
[tourist's solution](#)

**166.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[tourist's solution](#)

**167.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle  
[tourist's solution](#)

**168.**

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**169.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · Delphi (first AC) · Tags: binary search, dp, two pointers  
[tourist's solution](#)

**170.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1800 · first AC: 2012-03-27 · Delphi (first AC) · Tags: dp, math, probabilities  
[tourist's solution](#)

**171.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,160 global accepts · Rating: 1800 · first AC: 2012-03-11 · Delphi (first AC) · Tags: dfs and similar, dp, trees  
[tourist's solution](#)

**172.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 1800 · first AC: 2011-04-10 · Delphi (first AC) · Tags: dp  
[tourist's solution](#)

**173.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1800 · first AC: 2011-03-13 · Delphi (first AC) · Tags: dp, graphs, greedy, implementation  
[tourist's solution](#)

**174.**

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,997 global accepts · Rating: 1800 · first AC: 2010-10-30 · Delphi (first AC) · Tags: dp, sortings  
[tourist's solution](#)

**175.**

2190B2

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

Quality: 3,176 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
[tourist's solution](#)

**176.**

2180C

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

Quality: 6,449 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[tourist's solution](#)

**177.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[tourist's solution](#)

**178.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[tourist's solution](#)

**179.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,457 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tourist's solution](#)

**180.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[tourist's solution](#)

**181.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[tourist's solution](#)

**182.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,253 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[tourist's solution](#)

**183.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[tourist's solution](#)

**184.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[tourist's solution](#)

**185.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,096 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[tourist's solution](#)

**186.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[tourist's solution](#)

**187.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,897 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[tourist's solution](#)

**188.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,068 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[tourist's solution](#)

**189.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,526 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

**190.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[tourist's solution](#)

**191.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[tourist's solution](#)

**192.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,101 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[tourist's solution](#)

**193.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

**194.**

1746D

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

Quality: 5,112 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tourist's solution](#)

**195.**

1718A2

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

Quality: 5,909 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

**196.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings  
[tourist's solution](#)

**197.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers  
[tourist's solution](#)

**198.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,179 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees  
[tourist's solution](#)

**199.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,440 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math  
[tourist's solution](#)

**200.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[tourist's solution](#)

**201.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,547 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy  
[tourist's solution](#)

**202.**

750D

[New Year and Fireworks](#) · [Tutorial](#)

Quality: 3,167 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation  
[tourist's solution](#)

**203.**

685B

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

Quality: 5,354 global accepts · Rating: 1900 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees  
[tourist's solution](#)

**204.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp  
[tourist's solution](#)

**205.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[tourist's solution](#)

**206.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[tourist's solution](#)

**207.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,262 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

**208.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[tourist's solution](#)

**209.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,835 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[tourist's solution](#)

**210.**

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[tourist's solution](#)

**211.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[tourist's solution](#)

**212.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[tourist's solution](#)

**213.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · last AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[tourist's solution](#)

**214.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[tourist's solution](#)

**215.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 1900 · first AC: 2012-09-16 · Delphi (first AC) · Tags: data structures, dp, strings

[tourist's solution](#)

**216.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · Delphi (first AC) · Tags: combinatorics, dp  
[tourist's solution](#)

**217.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 1900 · first AC: 2012-04-06 · Delphi (first AC) · Tags: brute force, dp  
[tourist's solution](#)

**218.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · Delphi (first AC) · Tags: \*special, dp, sortings  
[tourist's solution](#)

**219.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 1900 · first AC: 2011-08-29 · Delphi (first AC) · Tags: dp, dsu, trees  
[tourist's solution](#)

**220.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · Delphi (first AC) · Tags: binary search, data structures, dp  
[tourist's solution](#)

**221.**

46E

[Comb](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 1900 · first AC: 2010-12-05 · Delphi (first AC) · Tags: data structures, dp  
[tourist's solution](#)

**222.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1900 · first AC: 2010-06-24 · Delphi (first AC) · Tags: dp  
[tourist's solution](#)

**223.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,532 global accepts · Rating: 1900 · first AC: 2010-06-03 · Delphi (first AC) · Tags: bitmasks, dp, probabilities  
[tourist's solution](#)

**224.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,049 global accepts · Rating: 1900 · first AC: 2010-03-26 · Delphi (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[tourist's solution](#)

**225.**

2201C

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

Quality: 1,975 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy  
[tourist's solution](#)

**226.**

2196C2

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

Quality: 2,509 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[tourist's solution](#)

**227.**

2138C2

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

Quality: 3,365 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[tourist's solution](#)

**228.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[tourist's solution](#)

**229.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tourist's solution](#)

**230.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[tourist's solution](#)

**231.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[tourist's solution](#)

**232.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,853 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

**233.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,006 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[tourist's solution](#)

**234.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,151 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**235.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,135 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[tourist's solution](#)

**236.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tourist's solution](#)

**237.**

1827B1

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

Quality: 4,535 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[tourist's solution](#)

**238.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tourist's solution](#)

**239.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

**240.**

1616D

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

Quality: 5,563 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

**241.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tourist's solution](#)

**242.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,444 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tourist's solution](#)

**243.**

1458B

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

Quality: 4,100 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tourist's solution](#)

**244.**

1427C

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

Quality: 6,068 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

**245.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,672 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[tourist's solution](#)

**246.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,053 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[tourist's solution](#)

**247.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,430 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[tourist's solution](#)

**248.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,248 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[tourist's solution](#)

**249.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2000 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: dp, trees  
[tourist's solution](#)

**250.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[tourist's solution](#)

**251.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,769 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp  
[tourist's solution](#)

**252.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math  
[tourist's solution](#)

**253.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings  
[tourist's solution](#)

**254.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings  
[tourist's solution](#)

**255.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,167 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees  
[tourist's solution](#)

**256.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp  
[tourist's solution](#)

**257.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[tourist's solution](#)

**258.**

251C

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

Quality: 1,127 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[tourist's solution](#)

**259.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · Delphi (first AC) · Tags: dp, math, probabilities

[tourist's solution](#)

**260.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2000 · first AC: 2012-07-30 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**261.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,624 global accepts · Rating: 2000 · first AC: 2012-02-29 · Delphi (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**262.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · Delphi (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**263.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2000 · first AC: 2011-10-14 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**264.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,685 global accepts · Rating: 2000 · first AC: 2011-06-07 · Delphi (first AC) · Tags: dp, games, math

[tourist's solution](#)

**265.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**266.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · Delphi (first AC) · Tags: dp, games

[tourist's solution](#)

**267.**

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,537 global accepts · Rating: 2000 · first AC: 2010-06-28 · Delphi (first AC) · Tags: binary search, dp, sortings

[tourist's solution](#)

**268.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2010-04-08 · Delphi (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

**269.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 2000 · first AC: 2010-02-25 · Delphi (first AC) · Tags: dp, math

[tourist's solution](#)

**270.**

2183E

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

Quality: 2,848 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tourist's solution](#)

**271.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tourist's solution](#)

**272.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[tourist's solution](#)

**273.**

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, dp, greedy

[tourist's solution](#)

**274.**

2115B

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

Quality: 3,969 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[tourist's solution](#)

**275.**

2044H

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

Quality: 2,580 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[tourist's solution](#)

**276.**

2031E

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

Quality: 2,689 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[tourist's solution](#)

**277.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,266 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[tourist's solution](#)

**278.**

1942D

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

Quality: 3,345 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[tourist's solution](#)

**279.**

1930D2

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

Quality: 3,049 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[tourist's solution](#)

**280.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[tourist's solution](#)

**281.**

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[tourist's solution](#)

**282.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,189 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[tourist's solution](#)

**283.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[tourist's solution](#)

**284.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[tourist's solution](#)

**285.**

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[tourist's solution](#)

**286.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[tourist's solution](#)

**287.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[tourist's solution](#)

**288.**

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, dp, games, greedy

[tourist's solution](#)

**289.**

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[tourist's solution](#)

**290.**

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[tourist's solution](#)

**291.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[tourist's solution](#)

**292.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tourist's solution](#)

**293.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[tourist's solution](#)

**294.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[tourist's solution](#)

**295.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

**296.**

466D

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

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**297.**

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

**298.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,462 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[tourist's solution](#)

**299.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[tourist's solution](#)

**300.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

**301.**

145C

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

Quality: 2,173 global accepts · Rating: 2100 · first AC: 2012-01-22 · FPC (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**302.**

111C

[Petya and Spiders](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2011-09-03 · Delphi (first AC) · Tags: bitmasks, dp, dsu

[tourist's solution](#)

**303.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-04-19 · Delphi (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[tourist's solution](#)

**304.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · Delphi (first AC) · Tags: binary search, dp, probabilities

[tourist's solution](#)

**305.**

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2010-10-30 · Delphi (first AC) · Tags: dp, games, strings

[tourist's solution](#)

**306.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2010-10-24 · Delphi (first AC) · Tags: dp, sortings

[tourist's solution](#)

**307.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[tourist's solution](#)

**308.**

2118D2

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

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[tourist's solution](#)

**309.**

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[tourist's solution](#)

**310.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tourist's solution](#)

**311.**

2039E

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

Quality: 2,370 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tourist's solution](#)

**312.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,657 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[tourist's solution](#)

**313.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

**314.**

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[tourist's solution](#)

**315.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tourist's solution](#)

**316.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[tourist's solution](#)

**317.**

1909F1

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

Quality: 2,256 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[tourist's solution](#)

**318.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[tourist's solution](#)

**319.**

1832E

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

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[tourist's solution](#)

**320.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[tourist's solution](#)

### 321.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[tourist's solution](#)

### 322.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[tourist's solution](#)

### 323.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[tourist's solution](#)

### 324.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[tourist's solution](#)

### 325.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,324 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[tourist's solution](#)

### 326.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2200 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: dp

[tourist's solution](#)

### 327.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

### 328.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

### 329.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[tourist's solution](#)

### 330.

1515E

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

Quality: 4,465 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**331.**

1503C

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

Quality: 3,844 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[tourist's solution](#)

**332.**

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, dp

[tourist's solution](#)

**333.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

**334.**

1407D

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

Quality: 5,698 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[tourist's solution](#)

**335.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tourist's solution](#)

**336.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**337.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tourist's solution](#)

**338.**

1212H

[Berland Federalization](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, dp, trees

[tourist's solution](#)

**339.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tourist's solution](#)

**340.**

1097D

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

Quality: 3,167 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[tourist's solution](#)

**341.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,534 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer, dp

[tourist's solution](#)

**342.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

**343.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

**344.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[tourist's solution](#)

**345.**

650C

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[tourist's solution](#)

**346.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation

[tourist's solution](#)

**347.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[tourist's solution](#)

**348.**

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[tourist's solution](#)

**349.**

165E

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

Quality: 9,373 global accepts · Rating: 2200 · first AC: 2012-03-16 · Delphi (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[tourist's solution](#)

**350.**

45B

[School](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2200 · first AC: 2010-11-13 · last AC: 2010-11-13 · Delphi (first AC) · Tags: dp, dsu

[tourist's solution](#)

**351.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2200 · first AC: 2010-09-17 · Delphi (first AC) · Tags: combinatorics, dp, probabilities

[tourist's solution](#)

**352.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 2200 · first AC: 2010-05-06 · Delphi (first AC) · Tags: dp, sortings

[tourist's solution](#)

**353.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[tourist's solution](#)

**354.**

2124F1

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

Quality: 1,556 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**355.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,930 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[tourist's solution](#)

**356.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[tourist's solution](#)

**357.**

2077C

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

Quality: 2,378 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[tourist's solution](#)

**358.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tourist's solution](#)

**359.**

2057E1

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

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[tourist's solution](#)

**360.**

2021E1

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

Quality: 1,928 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[tourist's solution](#)

**361.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[tourist's solution](#)

**362.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide

and conquer, dp, probabilities, trees

[tourist's solution](#)

**363.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[tourist's solution](#)

**364.**

1989E

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

Quality: 2,492 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**365.**

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[tourist's solution](#)

**366.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

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

[tourist's solution](#)

**367.**

1955H

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

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[tourist's solution](#)

**368.**

1917D

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

Quality: 2,068 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[tourist's solution](#)

**369.**

1874C

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[tourist's solution](#)

**370.**

1870E

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

Quality: 2,956 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[tourist's solution](#)

**371.**

1861E

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

Quality: 2,035 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tourist's solution](#)

**372.**

1842E

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

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[tourist's solution](#)

**373.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[tourist's solution](#)

**374.**

1681F

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

Quality: 2,312 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[tourist's solution](#)

**375.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[tourist's solution](#)

**376.**

1603C

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[tourist's solution](#)

**377.**

1594E2

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

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[tourist's solution](#)

**378.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tourist's solution](#)

**379.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[tourist's solution](#)

**380.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,783 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[tourist's solution](#)

**381.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[tourist's solution](#)

**382.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[tourist's solution](#)

**383.**

1212G

[Hiking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, dp

[tourist's solution](#)

**384.**

1198D

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

Quality: 3,743 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

**385.**

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[tourist's solution](#)

**386.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[tourist's solution](#)

**387.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dp, games

[tourist's solution](#)

**388.**

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

**389.**

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dp

[tourist's solution](#)

**390.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · Delphi (first AC) · Tags: brute force, dp

[tourist's solution](#)

**391.**

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · Delphi (first AC) · Tags: dp, math

[tourist's solution](#)

**392.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2300 · first AC: 2011-11-03 · Delphi (first AC) · Tags: combinatorics, dp, greedy

[tourist's solution](#)

**393.**

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · last AC: 2011-09-04 · Delphi (first AC) · Tags: combinatorics, dp  
[tourist's solution](#)

**394.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-03 · Delphi (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[tourist's solution](#)

**395.**

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · Delphi (first AC) · Tags: dp, expression parsing, graphs, implementation  
[tourist's solution](#)

**396.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · Delphi (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees  
[tourist's solution](#)

**397.**

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-04-19 · Delphi (first AC) · Tags: dp, implementation  
[tourist's solution](#)

**398.**

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-04-12 · Delphi (first AC) · Tags: binary search, data structures, dp  
[tourist's solution](#)

**399.**

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 553 global accepts · Rating: 2300 · first AC: 2010-10-25 · Delphi (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**400.**

2211F

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

Quality: 905 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[tourist's solution](#)

**401.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths  
[tourist's solution](#)

**402.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,790 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers  
[tourist's solution](#)

**403.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**404.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,812 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[tourist's solution](#)

**405.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[tourist's solution](#)

**406.**

1943D1

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

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[tourist's solution](#)

**407.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**408.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

**409.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,095 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[tourist's solution](#)

**410.**

1827B2

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

Quality: 2,314 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tourist's solution](#)

**411.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,735 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[tourist's solution](#)

**412.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[tourist's solution](#)

**413.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tourist's solution](#)

**414.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[tourist's solution](#)

**415.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[tourist's solution](#)

**416.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[tourist's solution](#)

**417.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[tourist's solution](#)

**418.**

1628D2

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

Quality: 2,630 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[tourist's solution](#)

**419.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[tourist's solution](#)

**420.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[tourist's solution](#)

**421.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[tourist's solution](#)

**422.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2400 · first AC: 2020-10-05 · last AC: 2020-10-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tourist's solution](#)

**423.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

**424.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[tourist's solution](#)

**425.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · last AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[tourist's solution](#)

**426.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · last AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[tourist's solution](#)

**427.**

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[tourist's solution](#)

**428.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

**429.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,573 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[tourist's solution](#)

**430.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,591 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

**431.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[tourist's solution](#)

**432.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[tourist's solution](#)

**433.**

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[tourist's solution](#)

**434.**

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: brute force, dp

[tourist's solution](#)

**435.**

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

**436.**

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp, math

[tourist's solution](#)

**437.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2400 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

**438.**

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2400 · first AC: 2012-07-11 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**439.**

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2400 · first AC: 2012-04-14 · Delphi (first AC) · Tags: brute force, dp, math, probabilities

[tourist's solution](#)

**440.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,197 global accepts · Rating: 2400 · first AC: 2011-09-15 · Delphi (first AC) · Tags: data structures, dp

[tourist's solution](#)

**441.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

**442.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: dp, graphs, matrices

[tourist's solution](#)

**443.**

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-05-13 · Delphi (first AC) · Tags: dp, math, number theory

[tourist's solution](#)

**444.**

38H

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

Quality: 445 global accepts · Rating: 2400 · first AC: 2010-10-30 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**445.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[tourist's solution](#)

**446.**

2196D

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

Quality: 988 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[tourist's solution](#)

**447.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[tourist's solution](#)

**448.**

2159D1

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

Quality: 1,017 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[tourist's solution](#)

**449.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[tourist's solution](#)

**450.**

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[tourist's solution](#)

**451.**

2057E2

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

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[tourist's solution](#)

**452.**

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[tourist's solution](#)

**453.**

2021E2

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

Quality: 1,207 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[tourist's solution](#)

**454.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 956 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[tourist's solution](#)

**455.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[tourist's solution](#)

#### 456.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2500 · first AC: 2022-05-31 · last AC: 2024-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tourist's solution](#)

#### 457.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tourist's solution](#)

#### 458.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[tourist's solution](#)

#### 459.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[tourist's solution](#)

#### 460.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tourist's solution](#)

#### 461.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[tourist's solution](#)

#### 462.

1854C

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

Quality: 1,787 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

#### 463.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,405 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tourist's solution](#)

#### 464.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

#### 465.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[tourist's solution](#)

**466.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[tourist's solution](#)

**467.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings  
[tourist's solution](#)

**468.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[tourist's solution](#)

**469.**

1625E1

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

Quality: 1,148 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees  
[tourist's solution](#)

**470.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities  
[tourist's solution](#)

**471.**

1548C

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

Quality: 2,026 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[tourist's solution](#)

**472.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[tourist's solution](#)

**473.**

1407E

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

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths  
[tourist's solution](#)

**474.**

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[tourist's solution](#)

**475.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,363 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp,

greedy, implementation, math

[tourist's solution](#)

**476.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[tourist's solution](#)

**477.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[tourist's solution](#)

**478.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[tourist's solution](#)

**479.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[tourist's solution](#)

**480.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[tourist's solution](#)

**481.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[tourist's solution](#)

**482.**

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

**483.**

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2012-03-11 · Delphi (first AC) · Tags: brute force, dp

[tourist's solution](#)

**484.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2011-11-03 · Delphi (first AC) · Tags: dfs and similar, dp, probabilities, trees

[tourist's solution](#)

**485.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2011-08-03 · Delphi (first AC) · Tags: divide and conquer, dp

[tourist's solution](#)

**486.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2500 · first AC: 2011-05-22 · Delphi (first AC) · Tags: dp, string suffix structures, trees

[tourist's solution](#)

**487.**

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2011-01-25 · Delphi (first AC) · Tags: dp, math

[tourist's solution](#)

**488.**

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2010-07-09 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**489.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[tourist's solution](#)

**490.**

2164F1

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

Quality: 648 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tourist's solution](#)

**491.**

2122E

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

Quality: 1,075 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tourist's solution](#)

**492.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tourist's solution](#)

**493.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[tourist's solution](#)

**494.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2600 · first AC: 2016-02-26 · last AC: 2024-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

**495.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · last AC: 2024-07-21 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[tourist's solution](#)

**496.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[tourist's solution](#)

**497.**

1987F2

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

Quality: 1,317 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[tourist's solution](#)

**498.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math  
[tourist's solution](#)

**499.**

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[tourist's solution](#)

**500.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math  
[tourist's solution](#)

**501.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,205 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[tourist's solution](#)

**502.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math  
[tourist's solution](#)

**503.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[tourist's solution](#)

**504.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[tourist's solution](#)

**505.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games  
[tourist's solution](#)

**506.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths  
[tourist's solution](#)

**507.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[tourist's solution](#)

**508.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

**509.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[tourist's solution](#)

**510.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[tourist's solution](#)

**511.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[tourist's solution](#)

**512.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[tourist's solution](#)

**513.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2017-10-17 · last AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[tourist's solution](#)

**514.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[tourist's solution](#)

**515.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,593 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[tourist's solution](#)

**516.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

**517.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, probabilities

[tourist's solution](#)

**518.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · last AC: 2014-10-24 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[tourist's solution](#)

**519.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: dp, games

[tourist's solution](#)

**520.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings

[tourist's solution](#)

**521.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[tourist's solution](#)

**522.**

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · Delphi (first AC) · Tags: divide and conquer, dp, expression parsing

[tourist's solution](#)

**523.**

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2012-04-14 · Delphi (first AC) · Tags: brute force, dp, geometry, greedy

[tourist's solution](#)

**524.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2012-01-04 · FPC (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**525.**

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dp, expression parsing

[tourist's solution](#)

**526.**

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2011-03-13 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

**527.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2010-05-29 · last AC: 2010-05-29 · Delphi (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**528.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2010-04-08 · Delphi (first AC) · Tags: dp, graphs

[tourist's solution](#)

**529.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[tourist's solution](#)

**530.**

2022D2

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

Quality: 826 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[tourist's solution](#)

**531.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[tourist's solution](#)

**532.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[tourist's solution](#)

**533.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[tourist's solution](#)

**534.**

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics, dp

[tourist's solution](#)

**535.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[tourist's solution](#)

**536.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[tourist's solution](#)

**537.**

1671F

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

Quality: 427 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[tourist's solution](#)

**538.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[tourist's solution](#)

**539.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

**540.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tourist's solution](#)

**541.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[tourist's solution](#)

**542.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[tourist's solution](#)

**543.**

1408G

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

Quality: 1,297 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[tourist's solution](#)

**544.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[tourist's solution](#)

**545.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[tourist's solution](#)

**546.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[tourist's solution](#)

**547.**

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: dp, greedy

[tourist's solution](#)

**548.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[tourist's solution](#)

**549.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**550.**

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: divide and conquer, dp  
[tourist's solution](#)

**551.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees  
[tourist's solution](#)

**552.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: combinatorics, dp, trees  
[tourist's solution](#)

**553.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp, probabilities  
[tourist's solution](#)

**554.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, hashing  
[tourist's solution](#)

**555.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: combinatorics, dp  
[tourist's solution](#)

**556.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[tourist's solution](#)

**557.**

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2011-04-12 · Delphi (first AC) · Tags: bitmasks, dp, math  
[tourist's solution](#)

**558.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities  
[tourist's solution](#)

**559.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...  
[tourist's solution](#)

**560.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tourist's solution](#)

**561.**

2034F2

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

Quality: 597 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[tourist's solution](#)

**562.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tourist's solution](#)

**563.**

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[tourist's solution](#)

**564.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[tourist's solution](#)

**565.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[tourist's solution](#)

**566.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**567.**

1943D2

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

Quality: 1,123 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

**568.**

1874D

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

Quality: 931 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[tourist's solution](#)

**569.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[tourist's solution](#)

**570.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[tourist's solution](#)

**571.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[tourist's solution](#)

**572.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees  
[tourist's solution](#)

**573.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers  
[tourist's solution](#)

**574.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy  
[tourist's solution](#)

**575.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**576.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees  
[tourist's solution](#)

**577.**

1383E

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

Quality: 1,027 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[tourist's solution](#)

**578.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings  
[tourist's solution](#)

**579.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dp  
[tourist's solution](#)

**580.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2800 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dp, geometry

[tourist's solution](#)

**581.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: dp, math, probabilities

[tourist's solution](#)

**582.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2800 · first AC: 2012-03-25 · Delphi (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[tourist's solution](#)

**583.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2011-05-13 · Delphi (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

**584.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2010-12-28 · Delphi (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

**585.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[tourist's solution](#)

**586.**

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[tourist's solution](#)

**587.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[tourist's solution](#)

**588.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**589.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[tourist's solution](#)

**590.**

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tourist's solution](#)

**591.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[tourist's solution](#)

**592.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[tourist's solution](#)

**593.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tourist's solution](#)

**594.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 807 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[tourist's solution](#)

**595.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tourist's solution](#)

**596.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[tourist's solution](#)

**597.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[tourist's solution](#)

**598.**

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, dp

[tourist's solution](#)

**599.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

**600.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[tourist's solution](#)

**601.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp  
[tourist's solution](#)

**602.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle  
[tourist's solution](#)

**603.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dp, trees  
[tourist's solution](#)

**604.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures  
[tourist's solution](#)

**605.**

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp  
[tourist's solution](#)

**606.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation  
[tourist's solution](#)

**607.**

1874E

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

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[tourist's solution](#)

**608.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[tourist's solution](#)

**609.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[tourist's solution](#)

**610.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[tourist's solution](#)

**611.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tourist's solution](#)

## 612.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tourist's solution](#)

## 613.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,233 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[tourist's solution](#)

## 614.

1603D

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[tourist's solution](#)

## 615.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[tourist's solution](#)

## 616.

1534F2

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

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[tourist's solution](#)

## 617.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

## 618.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 3000 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[tourist's solution](#)

## 619.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: dp, geometry

[tourist's solution](#)

## 620.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[tourist's solution](#)

## 621.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: dp, math, probabilities

[tourist's solution](#)

**622.**

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2012-02-29 · Delphi (first AC) · Tags: brute force, dp  
[tourist's solution](#)

**623.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees  
[tourist's solution](#)

**624.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees  
[tourist's solution](#)

**625.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy  
[tourist's solution](#)

**626.**

2089C2

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

Quality: 259 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[tourist's solution](#)

**627.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees  
[tourist's solution](#)

**628.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math  
[tourist's solution](#)

**629.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[tourist's solution](#)

**630.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings  
[tourist's solution](#)

**631.**

1770F

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

Quality: 944 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[tourist's solution](#)

**632.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tourist's solution](#)

**633.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

**634.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[tourist's solution](#)

**635.**

1211H

[Road Repair in Treeland](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3100 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, dp, trees

[tourist's solution](#)

**636.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[tourist's solution](#)

**637.**

662E

[To Hack or not to Hack](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[tourist's solution](#)

**638.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[tourist's solution](#)

**639.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[tourist's solution](#)

**640.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[tourist's solution](#)

**641.**

2159D2

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

Quality: 393 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

**642.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[tourist's solution](#)

**643.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory  
[tourist's solution](#)

**644.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[tourist's solution](#)

**645.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive  
[tourist's solution](#)

**646.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math  
[tourist's solution](#)

**647.**

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[tourist's solution](#)

**648.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**649.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees  
[tourist's solution](#)

**650.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers  
[tourist's solution](#)

**651.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[tourist's solution](#)

**652.**

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[tourist's solution](#)

**653.**

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[tourist's solution](#)

**654.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[tourist's solution](#)

**655.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[tourist's solution](#)

**656.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[tourist's solution](#)

**657.**

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[tourist's solution](#)

**658.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp  
[tourist's solution](#)

**659.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory  
[tourist's solution](#)

**660.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory  
[tourist's solution](#)

**661.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry  
[tourist's solution](#)

**662.**

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities  
[tourist's solution](#)

**663.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings  
[tourist's solution](#)

**664.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[tourist's solution](#)

**665.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees  
[tourist's solution](#)

**666.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math  
[tourist's solution](#)

**667.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy  
[tourist's solution](#)

**668.**

1553I

[Stairs](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math  
[tourist's solution](#)

**669.**

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, dp  
[tourist's solution](#)

**670.**

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[tourist's solution](#)

**671.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[tourist's solution](#)

**672.**

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings  
[tourist's solution](#)

**673.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[tourist's solution](#)

**674.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[tourist's solution](#)

**675.**

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs  
[tourist's solution](#)

**676.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows  
[tourist's solution](#)

**677.**

2084H

[Turtle and Nediam 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[tourist's solution](#)

**678.**

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[tourist's solution](#)

**679.**

2061F2

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

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[tourist's solution](#)

**680.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees  
[tourist's solution](#)

**681.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[tourist's solution](#)

**682.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs  
[tourist's solution](#)

**683.**

1874F

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

Quality: 440 global accepts · Rating: 3500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[tourist's solution](#)

**684.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[tourist's solution](#)

**685.**

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[tourist's solution](#)

**686.**

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[tourist's solution](#)

**687.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[tourist's solution](#)

**688.**

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[tourist's solution](#)

**689.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3500 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tourist's solution](#)

**690.**

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[tourist's solution](#)

**691.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 3500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

**692.**

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[tourist's solution](#)

**693.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,633 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

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**694.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,781 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[tourist's solution](#)

**695.**

2219C

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Quality: 1,185 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[tourist's solution](#)

**696.**

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[tourist's solution](#)

**697.**

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[tourist's solution](#)

**698.**

1959F

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

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: \*special, dp

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**699.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[tourist's solution](#)

**700.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[tourist's solution](#)

**701.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[tourist's solution](#)

**702.**

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks, data structures, dp

[tourist's solution](#)

**703.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, dp, strings

[tourist's solution](#)

**704.**

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, dp, math

[tourist's solution](#)

**705.**

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, dp, strings

[tourist's solution](#)

**706.**

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, dp  
[tourist's solution](#)