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Unique solved — turneja

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1.

2211A

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1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings
[turneja's solution](#)

107.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[turneja's solution](#)

108.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy
[turneja's solution](#)

109.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

110.

1291A

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

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings
[turneja's solution](#)

111.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy
[turneja's solution](#)

112.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

113.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

114.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math
[turneja's solution](#)

115.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[turneja's solution](#)

116.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[turneja's solution](#)

117.

2147B

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[turneja's solution](#)

118.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[turneja's solution](#)

119.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[turneja's solution](#)

120.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[turneja's solution](#)

121.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,281 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[turneja's solution](#)

122.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[turneja's solution](#)

123.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[turneja's solution](#)

124.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[turneja's solution](#)

125.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[turneja's solution](#)

126.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[turneja's solution](#)

127.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,845 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math

[turneja's solution](#)

128.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[turneja's solution](#)

129.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[turneja's solution](#)

130.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: greedy, math
[turneja's solution](#)

131.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[turneja's solution](#)

132.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[turneja's solution](#)

133.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[turneja's solution](#)

134.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[turneja's solution](#)

135.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math
[turneja's solution](#)

136.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[turneja's solution](#)

137.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

138.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: implementation
[turneja's solution](#)

139.

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[turneja's solution](#)

140.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[turneja's solution](#)

141.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[turneja's solution](#)

142.

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[turneja's solution](#)

143.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[turneja's solution](#)

144.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[turneja's solution](#)

145.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[turneja's solution](#)

146.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[turneja's solution](#)

147.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[turneja's solution](#)

148.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[turneja's solution](#)

149.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[turneja's solution](#)

150.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[turneja's solution](#)

151.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,782 global accepts · Rating: 1100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
[turneja's solution](#)

152.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings
[turneja's solution](#)

153.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[turneja's solution](#)

154.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

155.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: brute force, strings
[turneja's solution](#)

156.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[turneja's solution](#)

157.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[turneja's solution](#)

158.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[turneja's solution](#)

159.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[turneja's solution](#)

160.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

161.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search
[turneja's solution](#)

162.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: math
[turneja's solution](#)

163.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: graphs, implementation
[turneja's solution](#)

164.

2174A

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[turneja's solution](#)

165.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[turneja's solution](#)

166.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[turneja's solution](#)

167.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[turneja's solution](#)

168.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[turneja's solution](#)

169.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[turneja's solution](#)

170.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[turneja's solution](#)

171.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[turneja's solution](#)

172.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[turneja's solution](#)

173.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[turneja's solution](#)

174.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[turneja's solution](#)

175.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[turneja's solution](#)

176.

2092C

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

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[turneja's solution](#)

177.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[turneja's solution](#)

178.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[turneja's solution](#)

179.

2047C

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

Rating: 1200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[turneja's solution](#)

180.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[turneja's solution](#)

181.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[turneja's solution](#)

182.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[turneja's solution](#)

183.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[turneja's solution](#)

184.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[turneja's solution](#)

185.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[turneja's solution](#)

186.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[turneja's solution](#)

187.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,763 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[turneja's solution](#)

188.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[turneja's solution](#)

189.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[turneja's solution](#)

190.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[turneja's solution](#)

191.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[turneja's solution](#)

192.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[turneja's solution](#)

193.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[turneja's solution](#)

194.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,739 global accepts · Rating: 1200 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[turneja's solution](#)

195.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[turneja's solution](#)

196.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: greedy

[turneja's solution](#)

197.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: implementation, sortings

[turneja's solution](#)

198.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[turneja's solution](#)

199.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: greedy, number theory

[turneja's solution](#)

200.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[turneja's solution](#)

201.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[turneja's solution](#)

202.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,105 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[turneja's solution](#)

203.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[turneja's solution](#)

204.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[turneja's solution](#)

205.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[turneja's solution](#)

206.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[turneja's solution](#)

207.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[turneja's solution](#)

208.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[turneja's solution](#)

209.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[turneja's solution](#)

210.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[turneja's solution](#)

211.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[turneja's solution](#)

212.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[turneja's solution](#)

213.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[turneja's solution](#)

214.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[turneja's solution](#)

215.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[turneja's solution](#)

216.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[turneja's solution](#)

217.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[turneja's solution](#)

218.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[turneja's solution](#)

219.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[turneja's solution](#)

220.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[turneja's solution](#)

221.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[turneja's solution](#)

222.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[turneja's solution](#)

223.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[turneja's solution](#)

224.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[turneja's solution](#)

225.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[turneja's solution](#)

226.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[turneja's solution](#)

227.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[turneja's solution](#)

228.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: implementation, math

[turneja's solution](#)

229.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[turneja's solution](#)

230.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[turneja's solution](#)

231.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: math, probabilities

[turneja's solution](#)

232.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,821 global accepts · Rating: 1300 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: binary search, implementation, math,

number theory

[turneja's solution](#)

233.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[turneja's solution](#)

234.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[turneja's solution](#)

235.

1323C

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

Rating: 1300 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[turneja's solution](#)

236.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force

[turneja's solution](#)

237.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, strings

[turneja's solution](#)

238.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[turneja's solution](#)

239.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[turneja's solution](#)

240.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[turneja's solution](#)

241.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · last AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[turneja's solution](#)

242.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[turneja's solution](#)

243.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[turneja's solution](#)

244.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, math

[turneja's solution](#)

245.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[turneja's solution](#)

246.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turneja's solution](#)

247.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[turneja's solution](#)

248.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[turneja's solution](#)

249.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[turneja's solution](#)

250.

2162D

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

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

[turneja's solution](#)

251.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[turneja's solution](#)

252.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[turneja's solution](#)

253.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[turneja's solution](#)

254.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[turneja's solution](#)

255.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[turneja's solution](#)

256.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[turneja's solution](#)

257.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[turneja's solution](#)

258.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: implementation, strings

[turneja's solution](#)

259.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[turneja's solution](#)

260.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[turneja's solution](#)

261.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[turneja's solution](#)

262.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[turneja's solution](#)

263.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[turneja's solution](#)

264.

1316B

[String Modification](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[turneja's solution](#)

265.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[turneja's solution](#)

266.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[turneja's solution](#)

267.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[turneja's solution](#)

268.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[turneja's solution](#)

269.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[turneja's solution](#)

270.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[turneja's solution](#)

271.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[turneja's solution](#)

272.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[turneja's solution](#)

273.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[turneja's solution](#)

274.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: implementation, math

[turneja's solution](#)

275.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[turneja's solution](#)

276.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[turneja's solution](#)

277.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[turneja's solution](#)

278.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[turneja's solution](#)

279.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[turneja's solution](#)

280.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[turneja's solution](#)

281.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[turneja's solution](#)

282.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,742 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[turneja's solution](#)

283.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[turneja's solution](#)

284.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math
[turneja's solution](#)

285.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[turneja's solution](#)

286.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[turneja's solution](#)

287.

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[turneja's solution](#)

288.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[turneja's solution](#)

289.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[turneja's solution](#)

290.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[turneja's solution](#)

291.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[turneja's solution](#)

292.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[turneja's solution](#)

293.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[turneja's solution](#)

294.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[turneja's solution](#)

295.

276C

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

Quality: 39,547 global accepts · Rating: 1500 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[turneja's solution](#)

296.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[turneja's solution](#)

297.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[turneja's solution](#)

298.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[turneja's solution](#)

299.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: brute force, dp

[turneja's solution](#)

300.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · last AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[turneja's solution](#)

301.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[turneja's solution](#)

302.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[turneja's solution](#)

303.

1166C

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

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[turneja's solution](#)

304.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings
[turneja's solution](#)

305.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[turneja's solution](#)

306.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search
[turneja's solution](#)

307.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: math, number theory
[turneja's solution](#)

308.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation
[turneja's solution](#)

309.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings
[turneja's solution](#)

310.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings
[turneja's solution](#)

311.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math
[turneja's solution](#)

312.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math
[turneja's solution](#)

313.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dp, math

[turneja's solution](#)

314.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[turneja's solution](#)

315.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[turneja's solution](#)

316.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[turneja's solution](#)

317.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[turneja's solution](#)

318.

2162E

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

Quality: 9,335 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[turneja's solution](#)

319.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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320.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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321.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[turneja's solution](#)

322.

2085C

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Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[turneja's solution](#)

323.

2070D

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Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
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324.

2004D

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Quality: 13,254 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[turneja's solution](#)

325.

2047D

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

Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
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326.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[turneja's solution](#)

327.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[turneja's solution](#)

328.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[turneja's solution](#)

329.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[turneja's solution](#)

330.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[turneja's solution](#)

331.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[turneja's solution](#)

332.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,198 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[turneja's solution](#)

333.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: math, number theory

[turneja's solution](#)

334.

1527C

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[turneja's solution](#)

335.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[turneja's solution](#)

336.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[turneja's solution](#)

337.

1363C

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Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: games, trees

[turneja's solution](#)

338.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[turneja's solution](#)

339.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings

[turneja's solution](#)

340.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory

[turneja's solution](#)

341.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[turneja's solution](#)

342.

1337C

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

Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[turneja's solution](#)

343.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: data structures

[turneja's solution](#)

344.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[turneja's solution](#)

345.

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[turneja's solution](#)

346.

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[turneja's solution](#)

347.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, math

[turneja's solution](#)

348.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: greedy, number theory

[turneja's solution](#)

349.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[turneja's solution](#)

350.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[turneja's solution](#)

351.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[turneja's solution](#)

352.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[turneja's solution](#)

353.

2215A

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[turneja's solution](#)

354.

2201B

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Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[turneja's solution](#)

355.

2201A2

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

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[turneja's solution](#)

356.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[turneja's solution](#)

357.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[turneja's solution](#)

358.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
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359.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[turneja's solution](#)

360.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[turneja's solution](#)

361.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[turneja's solution](#)

362.

2150B

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Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[turneja's solution](#)

363.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[turneja's solution](#)

364.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[turneja's solution](#)

365.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[turneja's solution](#)

366.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[turneja's solution](#)

367.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[turneja's solution](#)

368.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[turneja's solution](#)

369.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[turneja's solution](#)

370.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[turneja's solution](#)

371.

2071C

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Quality: 9,696 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

[turneja's solution](#)

372.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[turneja's solution](#)

373.

632C

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Quality: 10,428 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

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374.

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[turneja's solution](#)

375.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,900 global accepts · Rating: 1700 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers
[turneja's solution](#)

376.

1469D

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Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[turneja's solution](#)

377.

1360F

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Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
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378.

1337D

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Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings
[turneja's solution](#)

379.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[turneja's solution](#)

380.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[turneja's solution](#)

381.

1324E

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

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dp, implementation
[turneja's solution](#)

382.

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[turneja's solution](#)

383.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[turneja's solution](#)

384.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[turneja's solution](#)

385.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[turneja's solution](#)

386.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings

[turneja's solution](#)

387.

1228C

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Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: math, number theory

[turneja's solution](#)

388.

1254A

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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[turneja's solution](#)

389.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[turneja's solution](#)

390.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[turneja's solution](#)

391.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[turneja's solution](#)

392.

2196C1

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

Quality: 3,594 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

[turneja's solution](#)

393.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[turneja's solution](#)

394.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[turneja's solution](#)

395.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[turneja's solution](#)

396.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[turneja's solution](#)

397.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[turneja's solution](#)

398.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[turneja's solution](#)

399.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[turneja's solution](#)

400.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[turneja's solution](#)

401.

2007E

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

Rating: 1800 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[turneja's solution](#)

402.

2092D

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

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

[turneja's solution](#)

403.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[turneja's solution](#)

404.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[turneja's solution](#)

405.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[turneja's solution](#)

406.

2043D

[Problem about GCD · Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[turneja's solution](#)

407.

1475D

[Cleaning the Phone · Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[turneja's solution](#)

408.

1437C

[Chef Monocarp · Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[turneja's solution](#)

409.

1328D

[Carousel · Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[turneja's solution](#)

410.

1327E

[Count The Blocks · Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[turneja's solution](#)

411.

1316C

[Primitive Primes · Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[turneja's solution](#)

412.

1283D

[Christmas Trees · Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[turneja's solution](#)

413.

1300D

[Aerodynamic · Tutorial](#)

Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: geometry

[turneja's solution](#)

414.

1291D

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2129C1

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419.

2190B2

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2180D

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2180C

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2157E

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2165B

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426.

2156D

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428.

2148G

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2053E

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436.

2109D

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438.

2094H

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2040D

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2049D

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444.

2059D

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445.

2036F

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1285D

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453.

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455.

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456.

2215B

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2201C

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458.

2196C2

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459.

2178E

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2165C

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461.

2154C2

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2085D

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2062E1

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470.

842D

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2063D

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472.

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1288D

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1304E

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481.

1296E2

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482.

1294F

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1975E

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484.

2207E1

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485.

2183D2

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486.

2183E

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487.

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488.

1299C

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2161D

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2162F

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493.

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496.

2149G

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497.

2150C

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702E

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1486D

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166B

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501.

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502.

1920E

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503.

2115B

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504.

2092E

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505.

321C

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506.

466D

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507.

2047E

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508.

2040E

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509.

1217D

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510.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[turneja's solution](#)

511.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[turneja's solution](#)

512.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[turneja's solution](#)

513.

1337E

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

Rating: 2200 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[turneja's solution](#)

514.

2207D

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

Quality: 2,110 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

[turneja's solution](#)

515.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[turneja's solution](#)

516.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[turneja's solution](#)

517.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[turneja's solution](#)

518.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[turneja's solution](#)

519.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[turneja's solution](#)

520.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[turneja's solution](#)

521.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[turneja's solution](#)

522.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[turneja's solution](#)

523.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[turneja's solution](#)

524.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[turneja's solution](#)

525.

2144E1

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

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[turneja's solution](#)

526.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[turneja's solution](#)

527.

2126G1

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

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[turneja's solution](#)

528.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings
[turneja's solution](#)

529.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-08-13 · last AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[turneja's solution](#)

530.

2019F

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

Rating: 2200 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings
[turneja's solution](#)

531.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[turneja's solution](#)

532.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[turneja's solution](#)

533.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[turneja's solution](#)

534.

2085E

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

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[turneja's solution](#)

535.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[turneja's solution](#)

536.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[turneja's solution](#)

537.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[turneja's solution](#)

538.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[turneja's solution](#)

539.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[turneja's solution](#)

540.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[turneja's solution](#)

541.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[turneja's solution](#)

542.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[turneja's solution](#)

543.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[turneja's solution](#)

544.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[turneja's solution](#)

545.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[turneja's solution](#)

546.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[turneja's solution](#)

547.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[turneja's solution](#)

548.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[turneja's solution](#)

549.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[turneja's solution](#)

550.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[turneja's solution](#)

551.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[turneja's solution](#)

552.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[turneja's solution](#)

553.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[turneja's solution](#)

554.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[turneja's solution](#)

555.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[turneja's solution](#)

556.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[turneja's solution](#)

557.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[turneja's solution](#)

558.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[turneja's solution](#)

559.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[turneja's solution](#)

560.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[turneja's solution](#)

561.

2007F

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

Rating: 2300 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[turneja's solution](#)

562.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[turneja's solution](#)

563.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[turneja's solution](#)

564.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dfs and similar, divide and conquer, dp, dsu, trees

[turneja's solution](#)

565.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[turneja's solution](#)

566.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[turneja's solution](#)

567.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[turneja's solution](#)

568.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[turneja's solution](#)

569.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[turneja's solution](#)

570.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[turneja's solution](#)

571.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[turneja's solution](#)

572.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[turneja's solution](#)

573.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[turneja's solution](#)

574.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two

pointers

[turneja's solution](#)

575.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[turneja's solution](#)

576.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[turneja's solution](#)

577.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[turneja's solution](#)

578.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[turneja's solution](#)

579.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[turneja's solution](#)

580.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[turneja's solution](#)

581.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[turneja's solution](#)

582.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-11-29 · last AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[turneja's solution](#)

583.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[turneja's solution](#)

584.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[turneja's solution](#)

585.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[turneja's solution](#)

586.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[turneja's solution](#)

587.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[turneja's solution](#)

588.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[turneja's solution](#)

589.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[turneja's solution](#)

590.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[turneja's solution](#)

591.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[turneja's solution](#)

592.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp
[turneja's solution](#)

593.

2126G2

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

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[turneja's solution](#)

594.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[turneja's solution](#)

595.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[turneja's solution](#)

596.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft
[turneja's solution](#)

597.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[turneja's solution](#)

598.

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[turneja's solution](#)

599.

2030F

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

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[turneja's solution](#)

600.

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[turneja's solution](#)

601.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[turneja's solution](#)

602.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[turneja's solution](#)

603.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
[turneja's solution](#)

604.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[turneja's solution](#)

605.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[turneja's solution](#)

606.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[turneja's solution](#)

607.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[turneja's solution](#)

608.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-03-15 · last AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[turneja's solution](#)

609.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[turneja's solution](#)

610.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[turneja's solution](#)

611.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[turneja's solution](#)

612.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[turneja's solution](#)

613.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry

[turneja's solution](#)

614.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory, shortest paths

[turneja's solution](#)

615.

2211E

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

Quality: 855 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

[turneja's solution](#)

616.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[turneja's solution](#)

617.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[turneja's solution](#)

618.

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[turneja's solution](#)

619.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[turneja's solution](#)

620.

1549E

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

Rating: 2500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[turneja's solution](#)

621.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[turneja's solution](#)

622.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[turneja's solution](#)

623.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[turneja's solution](#)

624.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar,

dsu, graphs

[turneja's solution](#)

625.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[turneja's solution](#)

626.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[turneja's solution](#)

627.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[turneja's solution](#)

628.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[turneja's solution](#)

629.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[turneja's solution](#)

630.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[turneja's solution](#)

631.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[turneja's solution](#)

632.

2125E

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

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[turneja's solution](#)

633.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[turneja's solution](#)

634.

2144E2

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

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[turneja's solution](#)

635.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[turneja's solution](#)

636.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[turneja's solution](#)

637.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings

[turneja's solution](#)

638.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[turneja's solution](#)

639.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[turneja's solution](#)

640.

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[turneja's solution](#)

641.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[turneja's solution](#)

642.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[turneja's solution](#)

643.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[turneja's solution](#)

644.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[turneja's solution](#)

645.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[turneja's solution](#)

646.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[turneja's solution](#)

647.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[turneja's solution](#)

648.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[turneja's solution](#)

649.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[turneja's solution](#)

650.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[turneja's solution](#)

651.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[turneja's solution](#)

652.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[turneja's solution](#)

653.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[turneja's solution](#)

654.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[turneja's solution](#)

655.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[turneja's solution](#)

656.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[turneja's solution](#)

657.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[turneja's solution](#)

658.

2131H

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

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory
[turneja's solution](#)

659.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[turneja's solution](#)

660.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[turneja's solution](#)

661.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[turneja's solution](#)

662.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings
[turneja's solution](#)

663.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[turneja's solution](#)

664.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[turneja's solution](#)

665.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[turneja's solution](#)

666.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[turneja's solution](#)

667.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[turneja's solution](#)

668.

1447F1

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

Rating: 2600 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[turneja's solution](#)

669.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[turneja's solution](#)

670.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[turneja's solution](#)

671.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[turneja's solution](#)

672.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[turneja's solution](#)

673.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math,

number theory, trees

[turneja's solution](#)

674.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[turneja's solution](#)

675.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[turneja's solution](#)

676.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[turneja's solution](#)

677.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[turneja's solution](#)

678.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[turneja's solution](#)

679.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[turneja's solution](#)

680.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[turneja's solution](#)

681.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[turneja's solution](#)

682.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[turneja's solution](#)

683.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, math, matrices

[turneja's solution](#)

684.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[turneja's solution](#)

685.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[turneja's solution](#)

686.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[turneja's solution](#)

687.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[turneja's solution](#)

688.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[turneja's solution](#)

689.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[turneja's solution](#)

690.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[turneja's solution](#)

691.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[turneja's solution](#)

692.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[turneja's solution](#)

693.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[turneja's solution](#)

694.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[turneja's solution](#)

695.

672E

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[turneja's solution](#)

696.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[turneja's solution](#)

697.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[turneja's solution](#)

698.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[turneja's solution](#)

699.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[turneja's solution](#)

700.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[turneja's solution](#)

701.

2155F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[turneja's solution](#)

702.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[turneja's solution](#)

703.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[turneja's solution](#)

704.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[turneja's solution](#)

705.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[turneja's solution](#)

706.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[turneja's solution](#)

707.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[turneja's solution](#)

708.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[turneja's solution](#)

709.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[turneja's solution](#)

710.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[turneja's solution](#)

711.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[turneja's solution](#)

712.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[turneja's solution](#)

713.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[turneja's solution](#)

714.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[turneja's solution](#)

715.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[turneja's solution](#)

716.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[turneja's solution](#)

717.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[turneja's solution](#)

718.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[turneja's solution](#)

719.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory
[turneja's solution](#)

720.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures
[turneja's solution](#)

721.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[turneja's solution](#)

722.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees
[turneja's solution](#)

723.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[turneja's solution](#)

724.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[turneja's solution](#)

725.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings
[turneja's solution](#)

726.

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp
[turneja's solution](#)

727.

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[turneja's solution](#)

728.

1920F2

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

Quality: 642 global accepts · Rating: 3000 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees
[turneja's solution](#)

729.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[turneja's solution](#)

730.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · last AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft
[turneja's solution](#)

731.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[turneja's solution](#)

732.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[turneja's solution](#)

733.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[turneja's solution](#)

734.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[turneja's solution](#)

735.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[turneja's solution](#)

736.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[turneja's solution](#)

737.

1287F

[LCC](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities
[turneja's solution](#)

738.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees
[turneja's solution](#)

739.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-04 · last AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[turneja's solution](#)

740.

2081G2

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

Quality: 54 global accepts · Rating: 3400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[turneja's solution](#)

741.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[turneja's solution](#)

742.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[turneja's solution](#)

743.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[turneja's solution](#)

744.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[turneja's solution](#)

745.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[turneja's solution](#)

746.

2225D

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

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[turneja's solution](#)

747.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[turneja's solution](#)

748.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,121 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[turneja's solution](#)

749.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[turneja's solution](#)

750.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[turneja's solution](#)

751.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[turneja's solution](#)

752.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[turneja's solution](#)

753.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[turneja's solution](#)

754.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms,

divide and conquer, interactive, math

[turneja's solution](#)

755.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[turneja's solution](#)

756.

102201B

[Bohemian Rhaksody](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turneja's solution](#)

757.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, trees

[turneja's solution](#)

758.

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[turneja's solution](#)

759.

100589A

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

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[turneja's solution](#)

760.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[turneja's solution](#)

761.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[turneja's solution](#)

762.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[turneja's solution](#)

763.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: —

[turneja's solution](#)