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Unique solved — tzl Dedicatus545

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

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Filters: none

Count: 845

- 1.**
2191A
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- 2.**
2061A
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- 3.**
2048A
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- 4.**
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[Waiting for...](#) · [Tutorial](#)
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2038N
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- 6.**
2003B
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- 7.**
2003A
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1995A
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- 9.**
1994A
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10.

1983A

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11.

1978B

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12.

1978A

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13.

1966A

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14.

1944A

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15.

1934A

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16.

1923A

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17.

1918A

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18.

1925A

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19.

1901A

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20.

1895B

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21.

1895A

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22.

1836A

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23.

1853A

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24.

1818A

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25.

1823A

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26.

1797A

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27.

1789B

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28.

1789A

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29.

1793A

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30.

1788A

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31.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

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32.

1786A2

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33.

1778A

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34.

1792A

[GamingForces](#) · [Tutorial](#)

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35.

1775A1

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36.

1783A

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37.

1747A

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38.

1762A

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39.

1764A

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40.

1736A

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41.

1748A

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42.

1705A

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43.

1700A

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44.

1695A

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45.

1688B

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46.

1688A

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Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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47.

1668A

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Quality: 16,783 global accepts · Rating: 800 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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48.

1635B

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49.

1635A

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50.

1642A

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51.

1632A

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52.

1625A

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53.

1605A

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54.

1614A

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55.

1582A

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56.

1612A

[Distance](#) · [Tutorial](#)

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57.

1539B

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58.

1560C

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59.

1560B

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60.

1560A

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61.

1529A

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62.

1551B1

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63.

1551A

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64.

837A

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65.

747A

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66.

2048B

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Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tzl_Dedicatus545's solution](#)

67.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[tzl_Dedicatus545's solution](#)

68.

1988B

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Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tzl_Dedicatus545's solution](#)

69.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[tzl_Dedicatus545's solution](#)

70.

1918B

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Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[tzl_Dedicatus545's solution](#)

71.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[tzl_Dedicatus545's solution](#)

72.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

73.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[tzl_Dedicatus545's solution](#)

74.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 900 · first AC: 2023-01-15 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

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75.

1775A2

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

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76.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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77.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tzl_Dedicatus545's solution](#)

78.

1679A

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79.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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80.

1642B

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81.

1582B

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82.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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83.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tzl_Dedicatus545's solution](#)

- 84.**
864B
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Quality: 9,983 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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- 85.**
864A
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Quality: 12,294 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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- 86.**
1876A
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Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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- 87.**
1786C
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- 88.**
1695B
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1614B
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1539A
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499B
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[tzl_Dedicatus545's solution](#)
- 94.**
1A
[Theatre Square](#) · [Tutorial](#)
Quality: 320,175 global accepts · Rating: 1000 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math

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95.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

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96.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[tzl_Dedicatus545's solution](#)

97.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tzl_Dedicatus545's solution](#)

98.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[tzl_Dedicatus545's solution](#)

99.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[tzl_Dedicatus545's solution](#)

100.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[tzl_Dedicatus545's solution](#)

101.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tzl_Dedicatus545's solution](#)

102.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tzl_Dedicatus545's solution](#)

103.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tzl_Dedicatus545's solution](#)

104.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tzl_Dedicatus545's solution](#)

105.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[tzl Dedicatus545's solution](#)

106.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tzl Dedicatus545's solution](#)

107.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[tzl Dedicatus545's solution](#)

108.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[tzl Dedicatus545's solution](#)

109.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tzl Dedicatus545's solution](#)

110.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[tzl Dedicatus545's solution](#)

111.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[tzl Dedicatus545's solution](#)

112.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[tzl Dedicatus545's solution](#)

113.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,601 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[tzl Dedicatus545's solution](#)

114.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[tzl Dedicatus545's solution](#)

115.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tzl Dedicatus545's solution](#)

116.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tzl Dedicatus545's solution](#)

117.

1983B

[Corner Twist](#) · [Tutorial](#)

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

[tzl Dedicatus545's solution](#)

118.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[tzl Dedicatus545's solution](#)

119.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tzl Dedicatus545's solution](#)

120.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,398 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tzl Dedicatus545's solution](#)

121.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,095 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[tzl Dedicatus545's solution](#)

122.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: games

[tzl Dedicatus545's solution](#)

123.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tzl Dedicatus545's solution](#)

124.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[tzl Dedicatus545's solution](#)

125.

1635C

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

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tzl_Dedicatus545's solution](#)

126.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tzl_Dedicatus545's solution](#)

127.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tzl_Dedicatus545's solution](#)

128.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[tzl_Dedicatus545's solution](#)

129.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[tzl_Dedicatus545's solution](#)

130.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tzl_Dedicatus545's solution](#)

131.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[tzl_Dedicatus545's solution](#)

132.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings
[tzl_Dedicatus545's solution](#)

133.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[tzl_Dedicatus545's solution](#)

134.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[tzl_Dedicatus545's solution](#)

135.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[tzl Dedicatus545's solution](#)

136.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[tzl Dedicatus545's solution](#)

137.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[tzl Dedicatus545's solution](#)

138.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[tzl Dedicatus545's solution](#)

139.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[tzl Dedicatus545's solution](#)

140.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[tzl Dedicatus545's solution](#)

141.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[tzl Dedicatus545's solution](#)

142.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tzl Dedicatus545's solution](#)

143.

1668C

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

Rating: 1300 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[tzl Dedicatus545's solution](#)

144.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[tzl Dedicatus545's solution](#)

145.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[tzl Dedicatus545's solution](#)

146.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[tzl Dedicatus545's solution](#)

147.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[tzl Dedicatus545's solution](#)

148.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[tzl Dedicatus545's solution](#)

149.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[tzl Dedicatus545's solution](#)

150.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings
[tzl Dedicatus545's solution](#)

151.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[tzl Dedicatus545's solution](#)

152.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games
[tzl Dedicatus545's solution](#)

153.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[tzl Dedicatus545's solution](#)

154.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[tzl Dedicatus545's solution](#)

155.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[tzl Dedicatus545's solution](#)

156.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tzl_Dedicatus545's solution](#)

157.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[tzl_Dedicatus545's solution](#)

158.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2023-01-15 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[tzl_Dedicatus545's solution](#)

159.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tzl_Dedicatus545's solution](#)

160.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[tzl_Dedicatus545's solution](#)

161.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[tzl_Dedicatus545's solution](#)

162.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tzl_Dedicatus545's solution](#)

163.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[tzl_Dedicatus545's solution](#)

164.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[tzl_Dedicatus545's solution](#)

165.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tzl_Dedicatus545's solution](#)

166.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[tzl Dedicatus545's solution](#)

167.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tzl Dedicatus545's solution](#)

168.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tzl Dedicatus545's solution](#)

169.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[tzl Dedicatus545's solution](#)

170.

1925C

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

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

[tzl Dedicatus545's solution](#)

171.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tzl Dedicatus545's solution](#)

172.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tzl Dedicatus545's solution](#)

173.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[tzl Dedicatus545's solution](#)

174.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[tzl Dedicatus545's solution](#)

175.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tzl Dedicatus545's solution](#)

176.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[tzl Dedicatus545's solution](#)

177.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[tzl Dedicatus545's solution](#)

178.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[tzl Dedicatus545's solution](#)

179.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[tzl Dedicatus545's solution](#)

180.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[tzl Dedicatus545's solution](#)

181.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[tzl Dedicatus545's solution](#)

182.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[tzl Dedicatus545's solution](#)

183.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[tzl Dedicatus545's solution](#)

184.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[tzl Dedicatus545's solution](#)

185.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[tzl Dedicatus545's solution](#)

186.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[tzl_Dedicatus545's solution](#)

187.

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[tzl_Dedicatus545's solution](#)

188.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[tzl_Dedicatus545's solution](#)

189.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[tzl_Dedicatus545's solution](#)

190.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[tzl_Dedicatus545's solution](#)

191.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[tzl_Dedicatus545's solution](#)

192.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[tzl_Dedicatus545's solution](#)

193.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[tzl_Dedicatus545's solution](#)

194.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[tzl_Dedicatus545's solution](#)

195.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[tzl_Dedicatus545's solution](#)

196.

1529C

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

Rating: 1600 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tzl Dedicatus545's solution](#)

197.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[tzl Dedicatus545's solution](#)

198.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[tzl Dedicatus545's solution](#)

199.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[tzl Dedicatus545's solution](#)

200.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[tzl Dedicatus545's solution](#)

201.

1983D

[Swap Dilemma](#) · [Tutorial](#)

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

[tzl Dedicatus545's solution](#)

202.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tzl Dedicatus545's solution](#)

203.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[tzl Dedicatus545's solution](#)

204.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[tzl Dedicatus545's solution](#)

205.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[tzl Dedicatus545's solution](#)

206.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tzl Dedicatus545's solution](#)

207.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[tzl Dedicatus545's solution](#)

208.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[tzl Dedicatus545's solution](#)

209.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[tzl Dedicatus545's solution](#)

210.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[tzl Dedicatus545's solution](#)

211.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[tzl Dedicatus545's solution](#)

212.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tzl Dedicatus545's solution](#)

213.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tzl Dedicatus545's solution](#)

214.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[tzl Dedicatus545's solution](#)

215.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tzl Dedicatus545's solution](#)

216.

1995C

[Squaring](#) · [Tutorial](#)

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

[tzl Dedicatus545's solution](#)

217.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[tzl Dedicatus545's solution](#)

218.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[tzl Dedicatus545's solution](#)

219.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tzl Dedicatus545's solution](#)

220.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[tzl Dedicatus545's solution](#)

221.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tzl Dedicatus545's solution](#)

222.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[tzl Dedicatus545's solution](#)

223.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[tzl Dedicatus545's solution](#)

224.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tzl Dedicatus545's solution](#)

225.

1853D

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

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tzl Dedicatus545's solution](#)

226.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[tzl_Dedicatus545's solution](#)

227.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[tzl_Dedicatus545's solution](#)

228.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tzl_Dedicatus545's solution](#)

229.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[tzl_Dedicatus545's solution](#)

230.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[tzl_Dedicatus545's solution](#)

231.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[tzl_Dedicatus545's solution](#)

232.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[tzl_Dedicatus545's solution](#)

233.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[tzl_Dedicatus545's solution](#)

234.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[tzl_Dedicatus545's solution](#)

235.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, greedy, implementation, two pointers

[tzl_Dedicatus545's solution](#)

236.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, trees

[tzl_Dedicatus545's solution](#)

237.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[tzl_Dedicatus545's solution](#)

238.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

239.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[tzl_Dedicatus545's solution](#)

240.

1970G1

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

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[tzl_Dedicatus545's solution](#)

241.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[tzl_Dedicatus545's solution](#)

242.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tzl_Dedicatus545's solution](#)

243.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[tzl_Dedicatus545's solution](#)

244.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

245.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[tzl_Dedicatus545's solution](#)

246.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[tzl_Dedicatus545's solution](#)

247.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[tzl_Dedicatus545's solution](#)

248.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[tzl_Dedicatus545's solution](#)

249.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[tzl_Dedicatus545's solution](#)

250.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[tzl_Dedicatus545's solution](#)

251.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[tzl_Dedicatus545's solution](#)

252.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[tzl_Dedicatus545's solution](#)

253.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[tzl_Dedicatus545's solution](#)

254.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[tzl_Dedicatus545's solution](#)

255.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tzl_Dedicatus545's solution](#)

256.

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[tzl_Dedicatus545's solution](#)

257.

1077F1

[Pictures with Kittens \(easy version\) · Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tzl_Dedicatus545's solution](#)

258.

25C

[Roads in Berland · Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2021-11-20 · last AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[tzl_Dedicatus545's solution](#)

259.

2181D

[Doorway · Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[tzl_Dedicatus545's solution](#)

260.

2165C

[Binary Wine · Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[tzl_Dedicatus545's solution](#)

261.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[tzl_Dedicatus545's solution](#)

262.

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tzl_Dedicatus545's solution](#)

263.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[tzl_Dedicatus545's solution](#)

264.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[tzl_Dedicatus545's solution](#)

265.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[tzl_Dedicatus545's solution](#)

266.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy
[tzl_Dedicatus545's solution](#)

267.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[tzl_Dedicatus545's solution](#)

268.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[tzl_Dedicatus545's solution](#)

269.

1978E

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

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[tzl_Dedicatus545's solution](#)

270.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[tzl_Dedicatus545's solution](#)

271.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[tzl_Dedicatus545's solution](#)

272.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory
[tzl_Dedicatus545's solution](#)

273.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[tzl_Dedicatus545's solution](#)

274.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[tzl_Dedicatus545's solution](#)

275.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[tzl Dedicatus545's solution](#)

276.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[tzl Dedicatus545's solution](#)

277.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[tzl Dedicatus545's solution](#)

278.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[tzl Dedicatus545's solution](#)

279.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[tzl Dedicatus545's solution](#)

280.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[tzl Dedicatus545's solution](#)

281.

1831D

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

Rating: 2000 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math
[tzl Dedicatus545's solution](#)

282.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[tzl Dedicatus545's solution](#)

283.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
[tzl Dedicatus545's solution](#)

284.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[tzl Dedicatus545's solution](#)

285.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[tzl_Dedicatus545's solution](#)

286.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[tzl_Dedicatus545's solution](#)

287.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[tzl_Dedicatus545's solution](#)

288.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[tzl_Dedicatus545's solution](#)

289.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[tzl_Dedicatus545's solution](#)

290.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tzl_Dedicatus545's solution](#)

291.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[tzl_Dedicatus545's solution](#)

292.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games

[tzl_Dedicatus545's solution](#)

293.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[tzl_Dedicatus545's solution](#)

294.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tzl_Dedicatus545's solution](#)

295.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[tzl_Dedicatus545's solution](#)

296.

2038X

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[tzl_Dedicatus545's solution](#)

297.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[tzl_Dedicatus545's solution](#)

298.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[tzl_Dedicatus545's solution](#)

299.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tzl_Dedicatus545's solution](#)

300.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[tzl_Dedicatus545's solution](#)

301.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[tzl_Dedicatus545's solution](#)

302.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[tzl_Dedicatus545's solution](#)

303.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry

[tzl_Dedicatus545's solution](#)

304.

1970D1

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

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[tzl_Dedicatus545's solution](#)

305.

1970B2

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

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

306.

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[tzl_Dedicatus545's solution](#)

307.

1919D

[01 Tree · Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[tzl_Dedicatus545's solution](#)

308.

1778D

[Flexible String Revisit · Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-01 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

309.

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[tzl_Dedicatus545's solution](#)

310.

1864E

[Guess Game · Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[tzl_Dedicatus545's solution](#)

311.

208E

[Blood Cousins · Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[tzl_Dedicatus545's solution](#)

312.

1446C

[Xor Tree · Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[tzl_Dedicatus545's solution](#)

313.

1775E

[The Human Equation · Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tzl_Dedicatus545's solution](#)

314.

1771D

[Hossam and \(sub-\)palindromic tree · Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, strings, trees

[tzl_Dedicatus545's solution](#)

315.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-03-13 · last AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[tzl_Dedicatus545's solution](#)

316.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

317.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[tzl_Dedicatus545's solution](#)

318.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[tzl_Dedicatus545's solution](#)

319.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-04-05 · last AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[tzl_Dedicatus545's solution](#)

320.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[tzl_Dedicatus545's solution](#)

321.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[tzl_Dedicatus545's solution](#)

322.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dp, math

[tzl_Dedicatus545's solution](#)

323.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[tzl_Dedicatus545's solution](#)

324.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[tzl_Dedicatus545's solution](#)

325.

2070E

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

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[tzl_Dedicatus545's solution](#)

326.

1840G1

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

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[tzl_Dedicatus545's solution](#)

327.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[tzl_Dedicatus545's solution](#)

328.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[tzl_Dedicatus545's solution](#)

329.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[tzl_Dedicatus545's solution](#)

330.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[tzl_Dedicatus545's solution](#)

331.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[tzl_Dedicatus545's solution](#)

332.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[tzl_Dedicatus545's solution](#)

333.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[tzl_Dedicatus545's solution](#)

334.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tzl_Dedicatus545's solution](#)

335.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[tzl_Dedicatus545's solution](#)

336.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tzl_Dedicatus545's solution](#)

337.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[tzl_Dedicatus545's solution](#)

338.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[tzl_Dedicatus545's solution](#)

339.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[tzl_Dedicatus545's solution](#)

340.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

341.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[tzl_Dedicatus545's solution](#)

342.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-20 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[tzl_Dedicatus545's solution](#)

343.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[tzl_Dedicatus545's solution](#)

344.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[tzl_Dedicatus545's solution](#)

345.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[tzl_Dedicatus545's solution](#)

346.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[tzl_Dedicatus545's solution](#)

347.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[tzl_Dedicatus545's solution](#)

348.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[tzl_Dedicatus545's solution](#)

349.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-10 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[tzl_Dedicatus545's solution](#)

350.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[tzl_Dedicatus545's solution](#)

351.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[tzl_Dedicatus545's solution](#)

352.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[tzl_Dedicatus545's solution](#)

353.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and

similar, dsu, graphs, greedy, sortings

[tzl_Dedicatus545's solution](#)

354.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[tzl_Dedicatus545's solution](#)

355.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

356.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[tzl_Dedicatus545's solution](#)

357.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[tzl_Dedicatus545's solution](#)

358.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[tzl_Dedicatus545's solution](#)

359.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[tzl_Dedicatus545's solution](#)

360.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[tzl_Dedicatus545's solution](#)

361.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tzl_Dedicatus545's solution](#)

362.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[tzl_Dedicatus545's solution](#)

363.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[tzl_Dedicatus545's solution](#)

364.

1172C1

[Nauuo and Pictures \(easy version\) · Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[tzl_Dedicatus545's solution](#)

365.

1495C

[Garden of the Sun · Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[tzl_Dedicatus545's solution](#)

366.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[tzl_Dedicatus545's solution](#)

367.

1995D

[Cases · Tutorial](#)

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

[tzl_Dedicatus545's solution](#)

368.

1698E

[PermutationForces II · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[tzl_Dedicatus545's solution](#)

369.

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[tzl_Dedicatus545's solution](#)

370.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[tzl_Dedicatus545's solution](#)

371.

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[tzl_Dedicatus545's solution](#)

372.

1928E

[Modular Sequence · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[tzl_Dedicatus545's solution](#)

373.

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation,

sortings

[tzl_Dedicatus545's solution](#)

374.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[tzl_Dedicatus545's solution](#)

375.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

376.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[tzl_Dedicatus545's solution](#)

377.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[tzl_Dedicatus545's solution](#)

378.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[tzl_Dedicatus545's solution](#)

379.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tzl_Dedicatus545's solution](#)

380.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[tzl_Dedicatus545's solution](#)

381.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[tzl_Dedicatus545's solution](#)

382.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[tzl_Dedicatus545's solution](#)

383.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

384.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[tzl_Dedicatus545's solution](#)

385.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[tzl_Dedicatus545's solution](#)

386.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[tzl_Dedicatus545's solution](#)

387.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[tzl_Dedicatus545's solution](#)

388.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

389.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tzl_Dedicatus545's solution](#)

390.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-11-09 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[tzl_Dedicatus545's solution](#)

391.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[tzl_Dedicatus545's solution](#)

392.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tzl_Dedicatus545's solution](#)

393.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[tzl Dedicatus545's solution](#)

394.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[tzl Dedicatus545's solution](#)

395.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[tzl Dedicatus545's solution](#)

396.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tzl Dedicatus545's solution](#)

397.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[tzl Dedicatus545's solution](#)

398.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[tzl Dedicatus545's solution](#)

399.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[tzl Dedicatus545's solution](#)

400.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[tzl Dedicatus545's solution](#)

401.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[tzl Dedicatus545's solution](#)

402.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tzl Dedicatus545's solution](#)

403.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[tzl Dedicatus545's solution](#)

404.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[tzl Dedicatus545's solution](#)

405.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[tzl Dedicatus545's solution](#)

406.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[tzl Dedicatus545's solution](#)

407.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[tzl Dedicatus545's solution](#)

408.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[tzl Dedicatus545's solution](#)

409.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[tzl Dedicatus545's solution](#)

410.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[tzl Dedicatus545's solution](#)

411.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[tzl Dedicatus545's solution](#)

412.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[tzl Dedicatus545's solution](#)

413.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[tzl Dedicatus545's solution](#)

414.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[tzl Dedicatus545's solution](#)

415.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[tzl Dedicatus545's solution](#)

416.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tzl Dedicatus545's solution](#)

417.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[tzl Dedicatus545's solution](#)

418.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tzl Dedicatus545's solution](#)

419.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tzl Dedicatus545's solution](#)

420.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[tzl Dedicatus545's solution](#)

421.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[tzl Dedicatus545's solution](#)

422.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[tzl Dedicatus545's solution](#)

423.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[tzl Dedicatus545's solution](#)

424.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[tzl Dedicatus545's solution](#)

425.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tzl Dedicatus545's solution](#)

426.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[tzl Dedicatus545's solution](#)

427.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[tzl Dedicatus545's solution](#)

428.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[tzl Dedicatus545's solution](#)

429.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[tzl Dedicatus545's solution](#)

430.

1957E

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

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[tzl Dedicatus545's solution](#)

431.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[tzl Dedicatus545's solution](#)

432.

1093E

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[tzl Dedicatus545's solution](#)

433.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tzl_Dedicatus545's solution](#)

434.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[tzl_Dedicatus545's solution](#)

435.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[tzl_Dedicatus545's solution](#)

436.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[tzl_Dedicatus545's solution](#)

437.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[tzl_Dedicatus545's solution](#)

438.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[tzl_Dedicatus545's solution](#)

439.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[tzl_Dedicatus545's solution](#)

440.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tzl_Dedicatus545's solution](#)

441.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tzl_Dedicatus545's solution](#)

442.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, greedy

[tzl_Dedicatus545's solution](#)

443.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tzl_Dedicatus545's solution](#)

444.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[tzl_Dedicatus545's solution](#)

445.

1944F1

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

Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

446.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

447.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[tzl_Dedicatus545's solution](#)

448.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[tzl_Dedicatus545's solution](#)

449.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tzl_Dedicatus545's solution](#)

450.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[tzl_Dedicatus545's solution](#)

451.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

452.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[tzl_Dedicatus545's solution](#)

453.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

454.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tzl_Dedicatus545's solution](#)

455.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[tzl_Dedicatus545's solution](#)

456.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[tzl_Dedicatus545's solution](#)

457.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tzl_Dedicatus545's solution](#)

458.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[tzl_Dedicatus545's solution](#)

459.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[tzl_Dedicatus545's solution](#)

460.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tzl_Dedicatus545's solution](#)

461.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[tzl_Dedicatus545's solution](#)

462.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[tzl Dedicatus545's solution](#)

463.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[tzl Dedicatus545's solution](#)

464.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[tzl Dedicatus545's solution](#)

465.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[tzl Dedicatus545's solution](#)

466.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[tzl Dedicatus545's solution](#)

467.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tzl Dedicatus545's solution](#)

468.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tzl Dedicatus545's solution](#)

469.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tzl Dedicatus545's solution](#)

470.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[tzl Dedicatus545's solution](#)

471.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[tzl Dedicatus545's solution](#)

472.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[tzl_Dedicatus545's solution](#)

473.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tzl_Dedicatus545's solution](#)

474.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[tzl_Dedicatus545's solution](#)

475.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[tzl_Dedicatus545's solution](#)

476.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[tzl_Dedicatus545's solution](#)

477.

1840G2

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

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[tzl_Dedicatus545's solution](#)

478.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[tzl_Dedicatus545's solution](#)

479.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[tzl_Dedicatus545's solution](#)

480.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[tzl_Dedicatus545's solution](#)

481.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[tzl_Dedicatus545's solution](#)

482.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-01-24 · last AC: 2024-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[tzl_Dedicatus545's solution](#)

483.

1097F

[Alex and a TV Show · Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[tzl_Dedicatus545's solution](#)

484.

704B

[Ant Man · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[tzl_Dedicatus545's solution](#)

485.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[tzl_Dedicatus545's solution](#)

486.

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-06-20 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tzl_Dedicatus545's solution](#)

487.

1327F

[AND Segments · Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[tzl_Dedicatus545's solution](#)

488.

1305F

[Kuroni and the Punishment · Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[tzl_Dedicatus545's solution](#)

489.

888F

[Connecting Vertices · Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[tzl_Dedicatus545's solution](#)

490.

1521D

[Nastia Plays with a Tree · Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[tzl_Dedicatus545's solution](#)

491.

1387B2

[Village \(Maximum\) · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, trees

[tzl_Dedicatus545's solution](#)

492.

1407E

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

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[tzl_Dedicatus545's solution](#)

493.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tzl_Dedicatus545's solution](#)

494.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[tzl_Dedicatus545's solution](#)

495.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tzl_Dedicatus545's solution](#)

496.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[tzl_Dedicatus545's solution](#)

497.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[tzl_Dedicatus545's solution](#)

498.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[tzl_Dedicatus545's solution](#)

499.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[tzl_Dedicatus545's solution](#)

500.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[tzl_Dedicatus545's solution](#)

501.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, data structures, math, two pointers

[tzl_Dedicatus545's solution](#)

502.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[tzl_Dedicatus545's solution](#)

503.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[tzl_Dedicatus545's solution](#)

504.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[tzl_Dedicatus545's solution](#)

505.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

506.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[tzl_Dedicatus545's solution](#)

507.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[tzl_Dedicatus545's solution](#)

508.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[tzl_Dedicatus545's solution](#)

509.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tzl_Dedicatus545's solution](#)

510.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[tzl_Dedicatus545's solution](#)

511.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, math

[tzl_Dedicatus545's solution](#)

512.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[tzl_Dedicatus545's solution](#)

513.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

514.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[tzl_Dedicatus545's solution](#)

515.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tzl_Dedicatus545's solution](#)

516.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[tzl_Dedicatus545's solution](#)

517.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-10 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[tzl_Dedicatus545's solution](#)

518.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[tzl_Dedicatus545's solution](#)

519.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[tzl_Dedicatus545's solution](#)

520.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

521.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[tzl_Dedicatus545's solution](#)

522.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[tzl_Dedicatus545's solution](#)

523.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-05-06 · last AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[tzl_Dedicatus545's solution](#)

524.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[tzl_Dedicatus545's solution](#)

525.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[tzl_Dedicatus545's solution](#)

526.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[tzl_Dedicatus545's solution](#)

527.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[tzl_Dedicatus545's solution](#)

528.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[tzl_Dedicatus545's solution](#)

529.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[tzl_Dedicatus545's solution](#)

530.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[tzl_Dedicatus545's solution](#)

531.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[tzl Dedicatus545's solution](#)

532.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[tzl Dedicatus545's solution](#)

533.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[tzl Dedicatus545's solution](#)

534.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[tzl Dedicatus545's solution](#)

535.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tzl Dedicatus545's solution](#)

536.

2085F1

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

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tzl Dedicatus545's solution](#)

537.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tzl Dedicatus545's solution](#)

538.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[tzl Dedicatus545's solution](#)

539.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[tzl Dedicatus545's solution](#)

540.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices

[tzl Dedicatus545's solution](#)

541.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[tzl Dedicatus545's solution](#)

542.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[tzl Dedicatus545's solution](#)

543.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[tzl Dedicatus545's solution](#)

544.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation, interactive, math

[tzl Dedicatus545's solution](#)

545.

1107F

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

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[tzl Dedicatus545's solution](#)

546.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[tzl Dedicatus545's solution](#)

547.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[tzl Dedicatus545's solution](#)

548.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[tzl Dedicatus545's solution](#)

549.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[tzl Dedicatus545's solution](#)

550.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

551.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[tzl_Dedicatus545's solution](#)

552.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[tzl_Dedicatus545's solution](#)

553.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

554.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[tzl_Dedicatus545's solution](#)

555.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[tzl_Dedicatus545's solution](#)

556.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[tzl_Dedicatus545's solution](#)

557.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

558.

2003E1

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

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[tzl_Dedicatus545's solution](#)

559.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[tzl_Dedicatus545's solution](#)

560.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tzl_Dedicatus545's solution](#)

561.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[tzl Dedicatus545's solution](#)

562.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[tzl Dedicatus545's solution](#)

563.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[tzl Dedicatus545's solution](#)

564.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[tzl Dedicatus545's solution](#)

565.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[tzl Dedicatus545's solution](#)

566.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[tzl Dedicatus545's solution](#)

567.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[tzl Dedicatus545's solution](#)

568.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[tzl Dedicatus545's solution](#)

569.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tzl Dedicatus545's solution](#)

570.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tzl Dedicatus545's solution](#)

571.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities
[tzl_Dedicatus545's solution](#)

572.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[tzl_Dedicatus545's solution](#)

573.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[tzl_Dedicatus545's solution](#)

574.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[tzl_Dedicatus545's solution](#)

575.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[tzl_Dedicatus545's solution](#)

576.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[tzl_Dedicatus545's solution](#)

577.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[tzl_Dedicatus545's solution](#)

578.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tzl_Dedicatus545's solution](#)

579.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[tzl_Dedicatus545's solution](#)

580.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[tzl_Dedicatus545's solution](#)

581.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
[tzl_Dedicatus545's solution](#)

582.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tzl_Dedicatus545's solution](#)

583.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory
[tzl_Dedicatus545's solution](#)

584.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices
[tzl_Dedicatus545's solution](#)

585.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[tzl_Dedicatus545's solution](#)

586.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[tzl_Dedicatus545's solution](#)

587.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[tzl_Dedicatus545's solution](#)

588.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[tzl_Dedicatus545's solution](#)

589.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[tzl_Dedicatus545's solution](#)

590.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[tzl_Dedicatus545's solution](#)

591.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

592.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[tzl_Dedicatus545's solution](#)

593.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tzl_Dedicatus545's solution](#)

594.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[tzl_Dedicatus545's solution](#)

595.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tzl_Dedicatus545's solution](#)

596.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[tzl_Dedicatus545's solution](#)

597.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[tzl_Dedicatus545's solution](#)

598.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[tzl_Dedicatus545's solution](#)

599.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[tzl_Dedicatus545's solution](#)

600.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

601.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[tzl_Dedicatus545's solution](#)

602.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[tzl_Dedicatus545's solution](#)

603.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[tzl_Dedicatus545's solution](#)

604.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

605.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[tzl_Dedicatus545's solution](#)

606.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[tzl_Dedicatus545's solution](#)

607.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[tzl_Dedicatus545's solution](#)

608.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[tzl_Dedicatus545's solution](#)

609.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[tzl_Dedicatus545's solution](#)

610.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs

[tzl_Dedicatus545's solution](#)

611.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tzl_Dedicatus545's solution](#)

612.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[tzl_Dedicatus545's solution](#)

613.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[tzl_Dedicatus545's solution](#)

614.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

615.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[tzl_Dedicatus545's solution](#)

616.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[tzl_Dedicatus545's solution](#)

617.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[tzl_Dedicatus545's solution](#)

618.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[tzl_Dedicatus545's solution](#)

619.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[tzl_Dedicatus545's solution](#)

620.

2003E2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[tzl_Dedicatus545's solution](#)

621.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[tzl_Dedicatus545's solution](#)

622.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[tzl_Dedicatus545's solution](#)

623.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[tzl_Dedicatus545's solution](#)

624.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[tzl_Dedicatus545's solution](#)

625.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tzl_Dedicatus545's solution](#)

626.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees

[tzl_Dedicatus545's solution](#)

627.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[tzl_Dedicatus545's solution](#)

628.

1995E1

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

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[tzl_Dedicatus545's solution](#)

629.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[tzl_Dedicatus545's solution](#)

630.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[tzl_Dedicatus545's solution](#)

631.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[tzl_Dedicatus545's solution](#)

632.

1303G

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

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[tzl_Dedicatus545's solution](#)

633.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[tzl_Dedicatus545's solution](#)

634.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

635.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[tzl_Dedicatus545's solution](#)

636.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[tzl_Dedicatus545's solution](#)

637.

1634F

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Quality: 1,902 global accepts · Rating: 2700 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[tzl_Dedicatus545's solution](#)

638.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[tzl_Dedicatus545's solution](#)

639.

1370F2

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Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tzl_Dedicatus545's solution](#)

640.

1942F

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Quality: 973 global accepts · Rating: 2700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[tzl_Dedicatus545's solution](#)

641.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, math

[tzl_Dedicatus545's solution](#)

642.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

643.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tzl_Dedicatus545's solution](#)

644.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[tzl_Dedicatus545's solution](#)

645.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[tzl_Dedicatus545's solution](#)

646.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[tzl_Dedicatus545's solution](#)

647.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[tzl_Dedicatus545's solution](#)

648.

838D

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Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tzl_Dedicatus545's solution](#)

649.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tzl_Dedicatus545's solution](#)

650.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[tzl_Dedicatus545's solution](#)

651.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[tzl_Dedicatus545's solution](#)

652.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[tzl_Dedicatus545's solution](#)

653.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[tzl_Dedicatus545's solution](#)

654.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[tzl_Dedicatus545's solution](#)

655.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[tzl_Dedicatus545's solution](#)

656.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[tzl_Dedicatus545's solution](#)

657.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tzl_Dedicatus545's solution](#)

658.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[tzl_Dedicatus545's solution](#)

659.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[tzl_Dedicatus545's solution](#)

660.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[tzl_Dedicatus545's solution](#)

661.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[tzl_Dedicatus545's solution](#)

662.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[tzl_Dedicatus545's solution](#)

663.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[tzl_Dedicatus545's solution](#)

664.

671C

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

Quality: 780 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[tzl_Dedicatus545's solution](#)

665.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[tzl_Dedicatus545's solution](#)

666.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

667.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[tzl_Dedicatus545's solution](#)

668.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[tzl_Dedicatus545's solution](#)

669.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[tzl_Dedicatus545's solution](#)

670.

2031F

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

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[tzl_Dedicatus545's solution](#)

671.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[tzl_Dedicatus545's solution](#)

672.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, strings

[tzl_Dedicatus545's solution](#)

673.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[tzl_Dedicatus545's solution](#)

674.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[tzl_Dedicatus545's solution](#)

675.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[tzl_Dedicatus545's solution](#)

676.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[tzl_Dedicatus545's solution](#)

677.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tzl_Dedicatus545's solution](#)

678.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tzl_Dedicatus545's solution](#)

679.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[tzl_Dedicatus545's solution](#)

680.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[tzl_Dedicatus545's solution](#)

681.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[tzl Dedicatus545's solution](#)

682.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[tzl Dedicatus545's solution](#)

683.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tzl Dedicatus545's solution](#)

684.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[tzl Dedicatus545's solution](#)

685.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[tzl Dedicatus545's solution](#)

686.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[tzl Dedicatus545's solution](#)

687.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[tzl Dedicatus545's solution](#)

688.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[tzl Dedicatus545's solution](#)

689.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[tzl Dedicatus545's solution](#)

690.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[tzl Dedicatus545's solution](#)

691.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[tzl_Dedicatus545's solution](#)

692.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[tzl_Dedicatus545's solution](#)

693.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[tzl_Dedicatus545's solution](#)

694.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[tzl_Dedicatus545's solution](#)

695.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees
[tzl_Dedicatus545's solution](#)

696.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[tzl_Dedicatus545's solution](#)

697.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[tzl_Dedicatus545's solution](#)

698.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[tzl_Dedicatus545's solution](#)

699.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[tzl_Dedicatus545's solution](#)

700.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[tzl_Dedicatus545's solution](#)

701.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

702.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[tzl_Dedicatus545's solution](#)

703.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[tzl_Dedicatus545's solution](#)

704.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[tzl_Dedicatus545's solution](#)

705.

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tzl_Dedicatus545's solution](#)

706.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[tzl_Dedicatus545's solution](#)

707.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[tzl_Dedicatus545's solution](#)

708.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[tzl_Dedicatus545's solution](#)

709.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tzl_Dedicatus545's solution](#)

710.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[tzl_Dedicatus545's solution](#)

711.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number

theory

[tzl_Dedicatus545's solution](#)

712.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: flows

[tzl_Dedicatus545's solution](#)

713.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[tzl_Dedicatus545's solution](#)

714.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, string suffix structures

[tzl_Dedicatus545's solution](#)

715.

1995E2

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[tzl_Dedicatus545's solution](#)

716.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tzl_Dedicatus545's solution](#)

717.

809D

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

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[tzl_Dedicatus545's solution](#)

718.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[tzl_Dedicatus545's solution](#)

719.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[tzl_Dedicatus545's solution](#)

720.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[tzl_Dedicatus545's solution](#)

721.

1966F

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

Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

722.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[tzl_Dedicatus545's solution](#)

723.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[tzl_Dedicatus545's solution](#)

724.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

725.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-12-08 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[tzl_Dedicatus545's solution](#)

726.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[tzl_Dedicatus545's solution](#)

727.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[tzl_Dedicatus545's solution](#)

728.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[tzl_Dedicatus545's solution](#)

729.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[tzl_Dedicatus545's solution](#)

730.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, trees

[tzl_Dedicatus545's solution](#)

731.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

732.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[tzl_Dedicatus545's solution](#)

733.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[tzl_Dedicatus545's solution](#)

734.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[tzl_Dedicatus545's solution](#)

735.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[tzl_Dedicatus545's solution](#)

736.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[tzl_Dedicatus545's solution](#)

737.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[tzl_Dedicatus545's solution](#)

738.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[tzl_Dedicatus545's solution](#)

739.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tzl_Dedicatus545's solution](#)

740.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[tzl_Dedicatus545's solution](#)

741.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[tzl_Dedicatus545's solution](#)

742.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[tzl_Dedicatus545's solution](#)

743.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[tzl_Dedicatus545's solution](#)

744.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[tzl_Dedicatus545's solution](#)

745.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[tzl_Dedicatus545's solution](#)

746.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[tzl_Dedicatus545's solution](#)

747.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[tzl_Dedicatus545's solution](#)

748.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[tzl_Dedicatus545's solution](#)

749.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[tzl_Dedicatus545's solution](#)

750.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[tzl_Dedicatus545's solution](#)

751.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[tzl_Dedicatus545's solution](#)

752.

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[tzl_Dedicatus545's solution](#)

753.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[tzl_Dedicatus545's solution](#)

754.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[tzl_Dedicatus545's solution](#)

755.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[tzl_Dedicatus545's solution](#)

756.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[tzl_Dedicatus545's solution](#)

757.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-01 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[tzl_Dedicatus545's solution](#)

758.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[tzl_Dedicatus545's solution](#)

759.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[tzl_Dedicatus545's solution](#)

760.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

761.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, math

[tzl_Dedicatus545's solution](#)

762.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[tzl_Dedicatus545's solution](#)

763.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[tzl_Dedicatus545's solution](#)

764.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings

[tzl_Dedicatus545's solution](#)

765.

2089C2

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

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[tzl_Dedicatus545's solution](#)

766.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tzl_Dedicatus545's solution](#)

767.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[tzl_Dedicatus545's solution](#)

768.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tzl_Dedicatus545's solution](#)

769.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tzl_Dedicatus545's solution](#)

770.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[tzl_Dedicatus545's solution](#)

771.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[tzl_Dedicatus545's solution](#)

772.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[tzl_Dedicatus545's solution](#)

773.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[tzl_Dedicatus545's solution](#)

774.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[tzl_Dedicatus545's solution](#)

775.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[tzl_Dedicatus545's solution](#)

776.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[tzl_Dedicatus545's solution](#)

777.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[tzl_Dedicatus545's solution](#)

778.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[tzl_Dedicatus545's solution](#)

779.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[tzl_Dedicatus545's solution](#)

780.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[tzl_Dedicatus545's solution](#)

781.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[tzl_Dedicatus545's solution](#)

782.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory
[tzl_Dedicatus545's solution](#)

783.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[tzl_Dedicatus545's solution](#)

784.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive
[tzl_Dedicatus545's solution](#)

785.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[tzl_Dedicatus545's solution](#)

786.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[tzl_Dedicatus545's solution](#)

787.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[tzl_Dedicatus545's solution](#)

788.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[tzl_Dedicatus545's solution](#)

789.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[tzl_Dedicatus545's solution](#)

790.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[tzl_Dedicatus545's solution](#)

791.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[tzl_Dedicatus545's solution](#)

792.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[tzl_Dedicatus545's solution](#)

793.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[tzl_Dedicatus545's solution](#)

794.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[tzl_Dedicatus545's solution](#)

795.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[tzl_Dedicatus545's solution](#)

796.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[tzl_Dedicatus545's solution](#)

797.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[tzl_Dedicatus545's solution](#)

798.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[tzl_Dedicatus545's solution](#)

799.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[tzl_Dedicatus545's solution](#)

800.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[tzl_Dedicatus545's solution](#)

801.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[tzl_Dedicatus545's solution](#)

802.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[tzl_Dedicatus545's solution](#)

803.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tzl_Dedicatus545's solution](#)

804.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[tzl_Dedicatus545's solution](#)

805.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[tzl_Dedicatus545's solution](#)

806.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[tzl_Dedicatus545's solution](#)

807.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[tzl_Dedicatus545's solution](#)

808.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[tzl_Dedicatus545's solution](#)

809.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, two pointers

[tzl_Dedicatus545's solution](#)

810.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[tzl_Dedicatus545's solution](#)

811.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[tzl_Dedicatus545's solution](#)

812.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[tzl_Dedicatus545's solution](#)

813.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[tzl_Dedicatus545's solution](#)

814.

1987G2

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815.

2053I2

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816.

2183H

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817.

2165F

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818.

1916G

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819.

1237G

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820.

1083D

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821.

1034D

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822.

1458F

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823.

2061F2

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824.

2029H

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825.

1874F

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826.

1924F

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827.

1707E

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828.

1394E

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829.

2222E

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830.

undefined429

[Problem Stacks · Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special
[tzl Dedicatus545's solution](#)

831.

105423B

[HolyK's Land · Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tzl Dedicatus545's solution](#)

832.

101754A

[Letters Swap · Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tzl Dedicatus545's solution](#)

833.

105143A

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Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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834.

102538H

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Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tzl_Dedicatus545's solution](#)

835.

104094F

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[tzl_Dedicatus545's solution](#)

836.

100273L

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[tzl_Dedicatus545's solution](#)

837.

104857C

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

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tzl_Dedicatus545's solution](#)

838.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2024-05-14 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[tzl_Dedicatus545's solution](#)

839.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-05-14 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[tzl_Dedicatus545's solution](#)

840.

104791B

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tzl_Dedicatus545's solution](#)

841.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tzl_Dedicatus545's solution](#)

842.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · PHP (first AC) · Tags: *special, expression parsing, strings

[tzl_Dedicatus545's solution](#)

843.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tzl_Dedicatus545's solution](#)

844.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: *special

[tzl_Dedicatus545's solution](#)

845.

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: —

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