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

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Count: 1,286

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70.

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97.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[umbrella-leaf's solution](#)

98.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

99.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[umbrella-leaf's solution](#)

100.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[umbrella-leaf's solution](#)

101.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[umbrella-leaf's solution](#)

102.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[umbrella-leaf's solution](#)

103.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[umbrella-leaf's solution](#)

104.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,447 global accepts · Rating: 900 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[umbrella-leaf's solution](#)

105.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[umbrella-leaf's solution](#)

106.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[umbrella-leaf's solution](#)

107.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[umbrella-leaf's solution](#)

108.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[umbrella-leaf's solution](#)

109.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[umbrella-leaf's solution](#)

110.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-20 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[umbrella-leaf's solution](#)

111.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[umbrella-leaf's solution](#)

112.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[umbrella-leaf's solution](#)

113.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[umbrella-leaf's solution](#)

114.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[umbrella-leaf's solution](#)

115.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[umbrella-leaf's solution](#)

116.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

117.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,776 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[umbrella-leaf's solution](#)

118.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[umbrella-leaf's solution](#)

119.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[umbrella-leaf's solution](#)

120.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-29 · last AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[umbrella-leaf's solution](#)

121.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[umbrella-leaf's solution](#)

122.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,062 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[umbrella-leaf's solution](#)

123.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[umbrella-leaf's solution](#)

124.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[umbrella-leaf's solution](#)

125.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

126.

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[umbrella-leaf's solution](#)

127.

2211B

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

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[umbrella-leaf's solution](#)

128.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[umbrella-leaf's solution](#)

129.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[umbrella-leaf's solution](#)

130.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[umbrella-leaf's solution](#)

131.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[umbrella-leaf's solution](#)

132.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[umbrella-leaf's solution](#)

133.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[umbrella-leaf's solution](#)

134.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[umbrella-leaf's solution](#)

135.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[umbrella-leaf's solution](#)

136.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[umbrella-leaf's solution](#)

137.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[umbrella-leaf's solution](#)

138.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[umbrella-leaf's solution](#)

139.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[umbrella-leaf's solution](#)

140.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[umbrella-leaf's solution](#)

141.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[umbrella-leaf's solution](#)

142.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 1100 · first AC: 2022-12-27 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[umbrella-leaf's solution](#)

143.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[umbrella-leaf's solution](#)

144.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,066 global accepts · Rating: 1100 · first AC: 2022-05-29 · last AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[umbrella-leaf's solution](#)

145.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-05-06 · last AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[umbrella-leaf's solution](#)

146.

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-05-03 · last AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[umbrella-leaf's solution](#)

147.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,887 global accepts · Rating: 1100 · first AC: 2022-01-28 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

148.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[umbrella-leaf's solution](#)

149.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[umbrella-leaf's solution](#)

150.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[umbrella-leaf's solution](#)

151.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[umbrella-leaf's solution](#)

152.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-16 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[umbrella-leaf's solution](#)

153.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[umbrella-leaf's solution](#)

154.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[umbrella-leaf's solution](#)

155.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[umbrella-leaf's solution](#)

156.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[umbrella-leaf's solution](#)

157.

2053B

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

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

[umbrella-leaf's solution](#)

158.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[umbrella-leaf's solution](#)

159.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[umbrella-leaf's solution](#)

160.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[umbrella-leaf's solution](#)

161.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

162.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-20 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[umbrella-leaf's solution](#)

163.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[umbrella-leaf's solution](#)

164.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[umbrella-leaf's solution](#)

165.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[umbrella-leaf's solution](#)

166.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[umbrella-leaf's solution](#)

167.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[umbrella-leaf's solution](#)

168.

1679B

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

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[umbrella-leaf's solution](#)

169.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[umbrella-leaf's solution](#)

170.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[umbrella-leaf's solution](#)

171.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[umbrella-leaf's solution](#)

172.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[umbrella-leaf's solution](#)

173.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[umbrella-leaf's solution](#)

174.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[umbrella-leaf's solution](#)

175.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[umbrella-leaf's solution](#)

176.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[umbrella-leaf's solution](#)

177.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings
[umbrella-leaf's solution](#)

178.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,025 global accepts · Rating: 1200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[umbrella-leaf's solution](#)

179.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation
[umbrella-leaf's solution](#)

180.

2211C1

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

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[umbrella-leaf's solution](#)

181.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[umbrella-leaf's solution](#)

182.

2116B

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

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[umbrella-leaf's solution](#)

183.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[umbrella-leaf's solution](#)

184.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[umbrella-leaf's solution](#)

185.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[umbrella-leaf's solution](#)

186.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[umbrella-leaf's solution](#)

187.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[umbrella-leaf's solution](#)

188.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[umbrella-leaf's solution](#)

189.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[umbrella-leaf's solution](#)

190.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[umbrella-leaf's solution](#)

191.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[umbrella-leaf's solution](#)

192.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[umbrella-leaf's solution](#)

193.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[umbrella-leaf's solution](#)

194.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[umbrella-leaf's solution](#)

195.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[umbrella-leaf's solution](#)

196.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

197.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[umbrella-leaf's solution](#)

198.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[umbrella-leaf's solution](#)

199.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: implementation, math

[umbrella-leaf's solution](#)

200.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[umbrella-leaf's solution](#)

201.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[umbrella-leaf's solution](#)

202.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[umbrella-leaf's solution](#)

203.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[umbrella-leaf's solution](#)

204.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[umbrella-leaf's solution](#)

205.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[umbrella-leaf's solution](#)

206.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[umbrella-leaf's solution](#)

207.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[umbrella-leaf's solution](#)

208.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[umbrella-leaf's solution](#)

209.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[umbrella-leaf's solution](#)

210.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[umbrella-leaf's solution](#)

211.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[umbrella-leaf's solution](#)

212.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[umbrella-leaf's solution](#)

213.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[umbrella-leaf's solution](#)

214.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[umbrella-leaf's solution](#)

215.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[umbrella-leaf's solution](#)

216.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[umbrella-leaf's solution](#)

217.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[umbrella-leaf's solution](#)

218.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[umbrella-leaf's solution](#)

219.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[umbrella-leaf's solution](#)

220.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[umbrella-leaf's solution](#)

221.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[umbrella-leaf's solution](#)

222.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[umbrella-leaf's solution](#)

223.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers
[umbrella-leaf's solution](#)

224.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

strings

[umbrella-leaf's solution](#)

225.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,730 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: dp, math, number theory

[umbrella-leaf's solution](#)

226.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[umbrella-leaf's solution](#)

227.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[umbrella-leaf's solution](#)

228.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-14 · last AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[umbrella-leaf's solution](#)

229.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[umbrella-leaf's solution](#)

230.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[umbrella-leaf's solution](#)

231.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[umbrella-leaf's solution](#)

232.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[umbrella-leaf's solution](#)

233.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[umbrella-leaf's solution](#)

234.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[umbrella-leaf's solution](#)

235.

2057C

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

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

[umbrella-leaf's solution](#)

236.

2053C

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

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

[umbrella-leaf's solution](#)

237.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[umbrella-leaf's solution](#)

238.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[umbrella-leaf's solution](#)

239.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[umbrella-leaf's solution](#)

240.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[umbrella-leaf's solution](#)

241.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[umbrella-leaf's solution](#)

242.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[umbrella-leaf's solution](#)

243.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[umbrella-leaf's solution](#)

244.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[umbrella-leaf's solution](#)

245.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[umbrella-leaf's solution](#)

246.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[umbrella-leaf's solution](#)

247.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[umbrella-leaf's solution](#)

248.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers
[umbrella-leaf's solution](#)

249.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-04 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[umbrella-leaf's solution](#)

250.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[umbrella-leaf's solution](#)

251.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,477 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2021-03-24 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings
[umbrella-leaf's solution](#)

252.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[umbrella-leaf's solution](#)

253.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math
[umbrella-leaf's solution](#)

254.

2207B

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

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[umbrella-leaf's solution](#)

255.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[umbrella-leaf's solution](#)

256.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[umbrella-leaf's solution](#)

257.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[umbrella-leaf's solution](#)

258.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[umbrella-leaf's solution](#)

259.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[umbrella-leaf's solution](#)

260.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[umbrella-leaf's solution](#)

261.

1748C

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[umbrella-leaf's solution](#)

262.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[umbrella-leaf's solution](#)

263.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[umbrella-leaf's solution](#)

264.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[umbrella-leaf's solution](#)

265.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[umbrella-leaf's solution](#)

266.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[umbrella-leaf's solution](#)

267.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[umbrella-leaf's solution](#)

268.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: games, trees
[umbrella-leaf's solution](#)

269.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[umbrella-leaf's solution](#)

270.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[umbrella-leaf's solution](#)

271.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[umbrella-leaf's solution](#)

272.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[umbrella-leaf's solution](#)

273.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[umbrella-leaf's solution](#)

274.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory
[umbrella-leaf's solution](#)

275.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[umbrella-leaf's solution](#)

276.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[umbrella-leaf's solution](#)

277.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[umbrella-leaf's solution](#)

278.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[umbrella-leaf's solution](#)

279.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[umbrella-leaf's solution](#)

280.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[umbrella-leaf's solution](#)

281.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[umbrella-leaf's solution](#)

282.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[umbrella-leaf's solution](#)

283.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: *special
[umbrella-leaf's solution](#)

284.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

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

[umbrella-leaf's solution](#)

285.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[umbrella-leaf's solution](#)

286.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[umbrella-leaf's solution](#)

287.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[umbrella-leaf's solution](#)

288.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[umbrella-leaf's solution](#)

289.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[umbrella-leaf's solution](#)

290.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[umbrella-leaf's solution](#)

291.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[umbrella-leaf's solution](#)

292.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[umbrella-leaf's solution](#)

293.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[umbrella-leaf's solution](#)

294.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[umbrella-leaf's solution](#)

295.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[umbrella-leaf's solution](#)

296.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[umbrella-leaf's solution](#)

297.

1779D

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

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[umbrella-leaf's solution](#)

298.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[umbrella-leaf's solution](#)

299.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[umbrella-leaf's solution](#)

300.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · last AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[umbrella-leaf's solution](#)

301.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[umbrella-leaf's solution](#)

302.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[umbrella-leaf's solution](#)

303.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[umbrella-leaf's solution](#)

304.

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[umbrella-leaf's solution](#)

305.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,895 global accepts · Rating: 1700 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[umbrella-leaf's solution](#)

306.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[umbrella-leaf's solution](#)

307.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[umbrella-leaf's solution](#)

308.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[umbrella-leaf's solution](#)

309.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[umbrella-leaf's solution](#)

310.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[umbrella-leaf's solution](#)

311.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[umbrella-leaf's solution](#)

312.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[umbrella-leaf's solution](#)

313.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy,

implementation, sortings
[umbrella-leaf's solution](#)

314.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[umbrella-leaf's solution](#)

315.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-20 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
[umbrella-leaf's solution](#)

316.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[umbrella-leaf's solution](#)

317.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings
[umbrella-leaf's solution](#)

318.

1805D

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

Quality: 8,999 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[umbrella-leaf's solution](#)

319.

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[umbrella-leaf's solution](#)

320.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[umbrella-leaf's solution](#)

321.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[umbrella-leaf's solution](#)

322.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[umbrella-leaf's solution](#)

323.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two

pointers

[umbrella-leaf's solution](#)

324.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[umbrella-leaf's solution](#)

325.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[umbrella-leaf's solution](#)

326.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[umbrella-leaf's solution](#)

327.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[umbrella-leaf's solution](#)

328.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[umbrella-leaf's solution](#)

329.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[umbrella-leaf's solution](#)

330.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[umbrella-leaf's solution](#)

331.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[umbrella-leaf's solution](#)

332.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[umbrella-leaf's solution](#)

333.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

strings

[umbrella-leaf's solution](#)

334.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[umbrella-leaf's solution](#)

335.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[umbrella-leaf's solution](#)

336.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[umbrella-leaf's solution](#)

337.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[umbrella-leaf's solution](#)

338.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2021-02-13 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[umbrella-leaf's solution](#)

339.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[umbrella-leaf's solution](#)

340.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

341.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[umbrella-leaf's solution](#)

342.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[umbrella-leaf's solution](#)

343.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[umbrella-leaf's solution](#)

344.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[umbrella-leaf's solution](#)

345.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[umbrella-leaf's solution](#)

346.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[umbrella-leaf's solution](#)

347.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[umbrella-leaf's solution](#)

348.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[umbrella-leaf's solution](#)

349.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[umbrella-leaf's solution](#)

350.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[umbrella-leaf's solution](#)

351.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[umbrella-leaf's solution](#)

352.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[umbrella-leaf's solution](#)

353.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

constructive algorithms, graphs, greedy, math, number theory

[umbrella-leaf's solution](#)

354.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[umbrella-leaf's solution](#)

355.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[umbrella-leaf's solution](#)

356.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[umbrella-leaf's solution](#)

357.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[umbrella-leaf's solution](#)

358.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[umbrella-leaf's solution](#)

359.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[umbrella-leaf's solution](#)

360.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[umbrella-leaf's solution](#)

361.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[umbrella-leaf's solution](#)

362.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[umbrella-leaf's solution](#)

363.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[umbrella-leaf's solution](#)

364.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[umbrella-leaf's solution](#)

365.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[umbrella-leaf's solution](#)

366.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[umbrella-leaf's solution](#)

367.

1679D

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

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[umbrella-leaf's solution](#)

368.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

[umbrella-leaf's solution](#)

369.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[umbrella-leaf's solution](#)

370.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[umbrella-leaf's solution](#)

371.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[umbrella-leaf's solution](#)

372.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[umbrella-leaf's solution](#)

373.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[umbrella-leaf's solution](#)

374.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[umbrella-leaf's solution](#)

375.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[umbrella-leaf's solution](#)

376.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[umbrella-leaf's solution](#)

377.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[umbrella-leaf's solution](#)

378.

2096D

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

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

[umbrella-leaf's solution](#)

379.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[umbrella-leaf's solution](#)

380.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[umbrella-leaf's solution](#)

381.

2057D

[Gifts Order](#) · [Tutorial](#)

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

[umbrella-leaf's solution](#)

382.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[umbrella-leaf's solution](#)

383.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[umbrella-leaf's solution](#)

384.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[umbrella-leaf's solution](#)

385.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[umbrella-leaf's solution](#)

386.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[umbrella-leaf's solution](#)

387.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[umbrella-leaf's solution](#)

388.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[umbrella-leaf's solution](#)

389.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[umbrella-leaf's solution](#)

390.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

391.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,854 global accepts · Rating: 2000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[umbrella-leaf's solution](#)

392.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[umbrella-leaf's solution](#)

393.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: *special

[umbrella-leaf's solution](#)

394.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[umbrella-leaf's solution](#)

395.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[umbrella-leaf's solution](#)

396.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[umbrella-leaf's solution](#)

397.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[umbrella-leaf's solution](#)

398.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[umbrella-leaf's solution](#)

399.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[umbrella-leaf's solution](#)

400.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[umbrella-leaf's solution](#)

401.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[umbrella-leaf's solution](#)

402.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math

[umbrella-leaf's solution](#)

403.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[umbrella-leaf's solution](#)

404.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[umbrella-leaf's solution](#)

405.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[umbrella-leaf's solution](#)

406.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings
[umbrella-leaf's solution](#)

407.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

408.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[umbrella-leaf's solution](#)

409.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[umbrella-leaf's solution](#)

410.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[umbrella-leaf's solution](#)

411.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[umbrella-leaf's solution](#)

412.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[umbrella-leaf's solution](#)

413.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[umbrella-leaf's solution](#)

414.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp
[umbrella-leaf's solution](#)

415.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[umbrella-leaf's solution](#)

416.

2207E1

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

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[umbrella-leaf's solution](#)

417.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[umbrella-leaf's solution](#)

418.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[umbrella-leaf's solution](#)

419.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[umbrella-leaf's solution](#)

420.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[umbrella-leaf's solution](#)

421.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[umbrella-leaf's solution](#)

422.

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[umbrella-leaf's solution](#)

423.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[umbrella-leaf's solution](#)

424.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[umbrella-leaf's solution](#)

425.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[umbrella-leaf's solution](#)

426.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[umbrella-leaf's solution](#)

427.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[umbrella-leaf's solution](#)

428.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[umbrella-leaf's solution](#)

429.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[umbrella-leaf's solution](#)

430.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[umbrella-leaf's solution](#)

431.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[umbrella-leaf's solution](#)

432.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[umbrella-leaf's solution](#)

433.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees
[umbrella-leaf's solution](#)

434.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search
[umbrella-leaf's solution](#)

435.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

436.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[umbrella-leaf's solution](#)

437.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[umbrella-leaf's solution](#)

438.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[umbrella-leaf's solution](#)

439.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[umbrella-leaf's solution](#)

440.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[umbrella-leaf's solution](#)

441.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[umbrella-leaf's solution](#)

442.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[umbrella-leaf's solution](#)

443.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[umbrella-leaf's solution](#)

444.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[umbrella-leaf's solution](#)

445.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[umbrella-leaf's solution](#)

446.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · last AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[umbrella-leaf's solution](#)

447.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[umbrella-leaf's solution](#)

448.

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games
[umbrella-leaf's solution](#)

449.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[umbrella-leaf's solution](#)

450.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[umbrella-leaf's solution](#)

451.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees
[umbrella-leaf's solution](#)

452.

1626D

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

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[umbrella-leaf's solution](#)

453.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers
[umbrella-leaf's solution](#)

454.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[umbrella-leaf's solution](#)

455.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: math, number theory
[umbrella-leaf's solution](#)

456.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[umbrella-leaf's solution](#)

457.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2021-02-05 · last AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[umbrella-leaf's solution](#)

458.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[umbrella-leaf's solution](#)

459.

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[umbrella-leaf's solution](#)

460.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[umbrella-leaf's solution](#)

461.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive
[umbrella-leaf's solution](#)

462.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees
[umbrella-leaf's solution](#)

463.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[umbrella-leaf's solution](#)

464.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[umbrella-leaf's solution](#)

465.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[umbrella-leaf's solution](#)

466.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[umbrella-leaf's solution](#)

467.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[umbrella-leaf's solution](#)

468.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[umbrella-leaf's solution](#)

469.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

470.

757D

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

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[umbrella-leaf's solution](#)

471.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[umbrella-leaf's solution](#)

472.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[umbrella-leaf's solution](#)

473.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

474.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[umbrella-leaf's solution](#)

475.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[umbrella-leaf's solution](#)

476.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp
[umbrella-leaf's solution](#)

477.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[umbrella-leaf's solution](#)

478.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: flows
[umbrella-leaf's solution](#)

479.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[umbrella-leaf's solution](#)

480.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory
[umbrella-leaf's solution](#)

481.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[umbrella-leaf's solution](#)

482.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[umbrella-leaf's solution](#)

483.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[umbrella-leaf's solution](#)

484.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[umbrella-leaf's solution](#)

485.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[umbrella-leaf's solution](#)

486.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[umbrella-leaf's solution](#)

487.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[umbrella-leaf's solution](#)

488.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[umbrella-leaf's solution](#)

489.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[umbrella-leaf's solution](#)

490.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs
[umbrella-leaf's solution](#)

491.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[umbrella-leaf's solution](#)

492.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[umbrella-leaf's solution](#)

493.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[umbrella-leaf's solution](#)

494.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[umbrella-leaf's solution](#)

495.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[umbrella-leaf's solution](#)

496.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[umbrella-leaf's solution](#)

497.

507D

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

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[umbrella-leaf's solution](#)

498.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

499.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[umbrella-leaf's solution](#)

500.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[umbrella-leaf's solution](#)

501.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[umbrella-leaf's solution](#)

502.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[umbrella-leaf's solution](#)

503.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[umbrella-leaf's solution](#)

504.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[umbrella-leaf's solution](#)

505.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[umbrella-leaf's solution](#)

506.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[umbrella-leaf's solution](#)

507.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[umbrella-leaf's solution](#)

508.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[umbrella-leaf's solution](#)

509.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[umbrella-leaf's solution](#)

510.

2079C

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

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[umbrella-leaf's solution](#)

511.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[umbrella-leaf's solution](#)

512.

2066C

[Bitwise Slides](#) · [Tutorial](#)

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

[umbrella-leaf's solution](#)

513.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[umbrella-leaf's solution](#)

514.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[umbrella-leaf's solution](#)

515.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[umbrella-leaf's solution](#)

516.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[umbrella-leaf's solution](#)

517.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[umbrella-leaf's solution](#)

518.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[umbrella-leaf's solution](#)

519.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[umbrella-leaf's solution](#)

520.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[umbrella-leaf's solution](#)

521.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[umbrella-leaf's solution](#)

522.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[umbrella-leaf's solution](#)

523.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[umbrella-leaf's solution](#)

524.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest

paths

[umbrella-leaf's solution](#)

525.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[umbrella-leaf's solution](#)

526.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[umbrella-leaf's solution](#)

527.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[umbrella-leaf's solution](#)

528.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[umbrella-leaf's solution](#)

529.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[umbrella-leaf's solution](#)

530.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[umbrella-leaf's solution](#)

531.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[umbrella-leaf's solution](#)

532.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[umbrella-leaf's solution](#)

533.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[umbrella-leaf's solution](#)

534.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, matrices, probabilities

[umbrella-leaf's solution](#)

535.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[umbrella-leaf's solution](#)

536.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[umbrella-leaf's solution](#)

537.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[umbrella-leaf's solution](#)

538.

690A2

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

Quality: 747 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[umbrella-leaf's solution](#)

539.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[umbrella-leaf's solution](#)

540.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[umbrella-leaf's solution](#)

541.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[umbrella-leaf's solution](#)

542.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[umbrella-leaf's solution](#)

543.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[umbrella-leaf's solution](#)

544.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
[umbrella-leaf's solution](#)

545.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[umbrella-leaf's solution](#)

546.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2021-07-26 · last AC: 2021-09-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[umbrella-leaf's solution](#)

547.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, math
[umbrella-leaf's solution](#)

548.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[umbrella-leaf's solution](#)

549.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[umbrella-leaf's solution](#)

550.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[umbrella-leaf's solution](#)

551.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[umbrella-leaf's solution](#)

552.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[umbrella-leaf's solution](#)

553.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[umbrella-leaf's solution](#)

554.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[umbrella-leaf's solution](#)

555.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[umbrella-leaf's solution](#)

556.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[umbrella-leaf's solution](#)

557.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[umbrella-leaf's solution](#)

558.

2066D1

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

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

[umbrella-leaf's solution](#)

559.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[umbrella-leaf's solution](#)

560.

1970A2

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

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[umbrella-leaf's solution](#)

561.

1970A3

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

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[umbrella-leaf's solution](#)

562.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[umbrella-leaf's solution](#)

563.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-20 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[umbrella-leaf's solution](#)

564.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[umbrella-leaf's solution](#)

565.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings
[umbrella-leaf's solution](#)

566.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[umbrella-leaf's solution](#)

567.

1436E

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

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[umbrella-leaf's solution](#)

568.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[umbrella-leaf's solution](#)

569.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths
[umbrella-leaf's solution](#)

570.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[umbrella-leaf's solution](#)

571.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[umbrella-leaf's solution](#)

572.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[umbrella-leaf's solution](#)

573.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[umbrella-leaf's solution](#)

574.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[umbrella-leaf's solution](#)

575.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[umbrella-leaf's solution](#)

576.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[umbrella-leaf's solution](#)

577.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[umbrella-leaf's solution](#)

578.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[umbrella-leaf's solution](#)

579.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[umbrella-leaf's solution](#)

580.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[umbrella-leaf's solution](#)

581.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[umbrella-leaf's solution](#)

582.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[umbrella-leaf's solution](#)

583.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[umbrella-leaf's solution](#)

584.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2022-09-20 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[umbrella-leaf's solution](#)

585.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[umbrella-leaf's solution](#)

586.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[umbrella-leaf's solution](#)

587.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[umbrella-leaf's solution](#)

588.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[umbrella-leaf's solution](#)

589.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[umbrella-leaf's solution](#)

590.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

591.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[umbrella-leaf's solution](#)

592.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[umbrella-leaf's solution](#)

593.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[umbrella-leaf's solution](#)

594.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[umbrella-leaf's solution](#)

595.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[umbrella-leaf's solution](#)

596.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[umbrella-leaf's solution](#)

597.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[umbrella-leaf's solution](#)

598.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[umbrella-leaf's solution](#)

599.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[umbrella-leaf's solution](#)

600.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[umbrella-leaf's solution](#)

601.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[umbrella-leaf's solution](#)

602.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[umbrella-leaf's solution](#)

603.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[umbrella-leaf's solution](#)

604.

1629F2

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

Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games

[umbrella-leaf's solution](#)

605.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[umbrella-leaf's solution](#)

606.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[umbrella-leaf's solution](#)

607.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[umbrella-leaf's solution](#)

608.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-02 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[umbrella-leaf's solution](#)

609.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[umbrella-leaf's solution](#)

610.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp

[umbrella-leaf's solution](#)

611.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[umbrella-leaf's solution](#)

612.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[umbrella-leaf's solution](#)

613.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[umbrella-leaf's solution](#)

614.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[umbrella-leaf's solution](#)

615.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[umbrella-leaf's solution](#)

616.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[umbrella-leaf's solution](#)

617.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees

[umbrella-leaf's solution](#)

618.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[umbrella-leaf's solution](#)

619.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[umbrella-leaf's solution](#)

620.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[umbrella-leaf's solution](#)

621.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[umbrella-leaf's solution](#)

622.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[umbrella-leaf's solution](#)

623.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

624.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, probabilities
[umbrella-leaf's solution](#)

625.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[umbrella-leaf's solution](#)

626.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[umbrella-leaf's solution](#)

627.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[umbrella-leaf's solution](#)

628.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[umbrella-leaf's solution](#)

629.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math
[umbrella-leaf's solution](#)

630.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[umbrella-leaf's solution](#)

631.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[umbrella-leaf's solution](#)

632.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[umbrella-leaf's solution](#)

633.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[umbrella-leaf's solution](#)

634.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[umbrella-leaf's solution](#)

635.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[umbrella-leaf's solution](#)

636.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[umbrella-leaf's solution](#)

637.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[umbrella-leaf's solution](#)

638.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[umbrella-leaf's solution](#)

639.

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[umbrella-leaf's solution](#)

640.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[umbrella-leaf's solution](#)

641.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[umbrella-leaf's solution](#)

642.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[umbrella-leaf's solution](#)

643.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[umbrella-leaf's solution](#)

644.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[umbrella-leaf's solution](#)

645.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[umbrella-leaf's solution](#)

646.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[umbrella-leaf's solution](#)

647.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[umbrella-leaf's solution](#)

648.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[umbrella-leaf's solution](#)

649.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[umbrella-leaf's solution](#)

650.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[umbrella-leaf's solution](#)

651.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[umbrella-leaf's solution](#)

652.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[umbrella-leaf's solution](#)

653.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[umbrella-leaf's solution](#)

654.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[umbrella-leaf's solution](#)

655.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[umbrella-leaf's solution](#)

656.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[umbrella-leaf's solution](#)

657.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[umbrella-leaf's solution](#)

658.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings

[umbrella-leaf's solution](#)

659.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[umbrella-leaf's solution](#)

660.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[umbrella-leaf's solution](#)

661.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-28 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[umbrella-leaf's solution](#)

662.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[umbrella-leaf's solution](#)

663.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

664.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[umbrella-leaf's solution](#)

665.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[umbrella-leaf's solution](#)

666.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[umbrella-leaf's solution](#)

667.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[umbrella-leaf's solution](#)

668.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[umbrella-leaf's solution](#)

669.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[umbrella-leaf's solution](#)

670.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[umbrella-leaf's solution](#)

671.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

672.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[umbrella-leaf's solution](#)

673.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[umbrella-leaf's solution](#)

674.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[umbrella-leaf's solution](#)

675.

2084G1

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

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

[umbrella-leaf's solution](#)

676.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[umbrella-leaf's solution](#)

677.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[umbrella-leaf's solution](#)

678.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

679.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[umbrella-leaf's solution](#)

680.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[umbrella-leaf's solution](#)

681.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[umbrella-leaf's solution](#)

682.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[umbrella-leaf's solution](#)

683.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[umbrella-leaf's solution](#)

684.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[umbrella-leaf's solution](#)

685.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[umbrella-leaf's solution](#)

686.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[umbrella-leaf's solution](#)

687.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[umbrella-leaf's solution](#)

688.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

689.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[umbrella-leaf's solution](#)

690.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[umbrella-leaf's solution](#)

691.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers
[umbrella-leaf's solution](#)

692.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[umbrella-leaf's solution](#)

693.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[umbrella-leaf's solution](#)

694.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math,

probabilities

[umbrella-leaf's solution](#)

695.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[umbrella-leaf's solution](#)

696.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[umbrella-leaf's solution](#)

697.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[umbrella-leaf's solution](#)

698.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

699.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[umbrella-leaf's solution](#)

700.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[umbrella-leaf's solution](#)

701.

896C

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

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[umbrella-leaf's solution](#)

702.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[umbrella-leaf's solution](#)

703.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[umbrella-leaf's solution](#)

704.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[umbrella-leaf's solution](#)

705.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[umbrella-leaf's solution](#)

706.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[umbrella-leaf's solution](#)

707.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[umbrella-leaf's solution](#)

708.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[umbrella-leaf's solution](#)

709.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[umbrella-leaf's solution](#)

710.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[umbrella-leaf's solution](#)

711.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[umbrella-leaf's solution](#)

712.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[umbrella-leaf's solution](#)

713.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[umbrella-leaf's solution](#)

714.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[umbrella-leaf's solution](#)

715.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[umbrella-leaf's solution](#)

716.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
[umbrella-leaf's solution](#)

717.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[umbrella-leaf's solution](#)

718.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[umbrella-leaf's solution](#)

719.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[umbrella-leaf's solution](#)

720.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[umbrella-leaf's solution](#)

721.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing
[umbrella-leaf's solution](#)

722.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[umbrella-leaf's solution](#)

723.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[umbrella-leaf's solution](#)

724.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[umbrella-leaf's solution](#)

725.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[umbrella-leaf's solution](#)

726.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[umbrella-leaf's solution](#)

727.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[umbrella-leaf's solution](#)

728.

152D

[Frames](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[umbrella-leaf's solution](#)

729.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[umbrella-leaf's solution](#)

730.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[umbrella-leaf's solution](#)

731.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[umbrella-leaf's solution](#)

732.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees
[umbrella-leaf's solution](#)

733.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[umbrella-leaf's solution](#)

734.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[umbrella-leaf's solution](#)

735.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[umbrella-leaf's solution](#)

736.

1863F

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

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

737.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[umbrella-leaf's solution](#)

738.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities
[umbrella-leaf's solution](#)

739.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

740.

1580B

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

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[umbrella-leaf's solution](#)

741.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[umbrella-leaf's solution](#)

742.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[umbrella-leaf's solution](#)

743.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[umbrella-leaf's solution](#)

744.

185D

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

Quality: 504 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[umbrella-leaf's solution](#)

745.

1558D

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

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[umbrella-leaf's solution](#)

746.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[umbrella-leaf's solution](#)

747.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[umbrella-leaf's solution](#)

748.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[umbrella-leaf's solution](#)

749.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[umbrella-leaf's solution](#)

750.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[umbrella-leaf's solution](#)

751.

1325E

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

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[umbrella-leaf's solution](#)

752.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[umbrella-leaf's solution](#)

753.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[umbrella-leaf's solution](#)

754.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[umbrella-leaf's solution](#)

755.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[umbrella-leaf's solution](#)

756.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[umbrella-leaf's solution](#)

757.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[umbrella-leaf's solution](#)

758.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[umbrella-leaf's solution](#)

759.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[umbrella-leaf's solution](#)

760.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[umbrella-leaf's solution](#)

761.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[umbrella-leaf's solution](#)

762.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[umbrella-leaf's solution](#)

763.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[umbrella-leaf's solution](#)

764.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[umbrella-leaf's solution](#)

765.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[umbrella-leaf's solution](#)

766.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[umbrella-leaf's solution](#)

767.

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
[umbrella-leaf's solution](#)

768.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory
[umbrella-leaf's solution](#)

769.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[umbrella-leaf's solution](#)

770.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[umbrella-leaf's solution](#)

771.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[umbrella-leaf's solution](#)

772.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[umbrella-leaf's solution](#)

773.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[umbrella-leaf's solution](#)

774.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees
[umbrella-leaf's solution](#)

775.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

776.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[umbrella-leaf's solution](#)

777.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-05-24 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[umbrella-leaf's solution](#)

778.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[umbrella-leaf's solution](#)

779.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[umbrella-leaf's solution](#)

780.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[umbrella-leaf's solution](#)

781.

2115C

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

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[umbrella-leaf's solution](#)

782.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[umbrella-leaf's solution](#)

783.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[umbrella-leaf's solution](#)

784.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[umbrella-leaf's solution](#)

785.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[umbrella-leaf's solution](#)

786.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[umbrella-leaf's solution](#)

787.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[umbrella-leaf's solution](#)

788.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[umbrella-leaf's solution](#)

789.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
[umbrella-leaf's solution](#)

790.

198D

[Cube Snake](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[umbrella-leaf's solution](#)

791.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs
[umbrella-leaf's solution](#)

792.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[umbrella-leaf's solution](#)

793.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities
[umbrella-leaf's solution](#)

794.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[umbrella-leaf's solution](#)

795.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[umbrella-leaf's solution](#)

796.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[umbrella-leaf's solution](#)

797.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[umbrella-leaf's solution](#)

798.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[umbrella-leaf's solution](#)

799.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[umbrella-leaf's solution](#)

800.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[umbrella-leaf's solution](#)

801.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[umbrella-leaf's solution](#)

802.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[umbrella-leaf's solution](#)

803.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[umbrella-leaf's solution](#)

804.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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805.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[umbrella-leaf's solution](#)

806.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[umbrella-leaf's solution](#)

807.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[umbrella-leaf's solution](#)

808.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu
[umbrella-leaf's solution](#)

809.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, matrices
[umbrella-leaf's solution](#)

810.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[umbrella-leaf's solution](#)

811.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[umbrella-leaf's solution](#)

812.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[umbrella-leaf's solution](#)

813.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[umbrella-leaf's solution](#)

814.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2024-01-05 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities
[umbrella-leaf's solution](#)

815.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-12-14 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[umbrella-leaf's solution](#)

816.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-01-06 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities
[umbrella-leaf's solution](#)

817.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[umbrella-leaf's solution](#)

818.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[umbrella-leaf's solution](#)

819.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-01-27 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings
[umbrella-leaf's solution](#)

820.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[umbrella-leaf's solution](#)

821.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities, trees
[umbrella-leaf's solution](#)

822.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[umbrella-leaf's solution](#)

823.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
[umbrella-leaf's solution](#)

824.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[umbrella-leaf's solution](#)

825.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[umbrella-leaf's solution](#)

826.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[umbrella-leaf's solution](#)

827.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[umbrella-leaf's solution](#)

828.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing

[umbrella-leaf's solution](#)

829.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

830.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

831.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[umbrella-leaf's solution](#)

832.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[umbrella-leaf's solution](#)

833.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[umbrella-leaf's solution](#)

834.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[umbrella-leaf's solution](#)

835.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[umbrella-leaf's solution](#)

836.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[umbrella-leaf's solution](#)

837.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[umbrella-leaf's solution](#)

838.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[umbrella-leaf's solution](#)

839.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[umbrella-leaf's solution](#)

840.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[umbrella-leaf's solution](#)

841.

576D

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Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[umbrella-leaf's solution](#)

842.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[umbrella-leaf's solution](#)

843.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[umbrella-leaf's solution](#)

844.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[umbrella-leaf's solution](#)

845.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[umbrella-leaf's solution](#)

846.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings, two pointers

[umbrella-leaf's solution](#)

847.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[umbrella-leaf's solution](#)

848.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[umbrella-leaf's solution](#)

849.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[umbrella-leaf's solution](#)

850.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[umbrella-leaf's solution](#)

851.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[umbrella-leaf's solution](#)

852.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[umbrella-leaf's solution](#)

853.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[umbrella-leaf's solution](#)

854.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[umbrella-leaf's solution](#)

855.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths
[umbrella-leaf's solution](#)

856.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[umbrella-leaf's solution](#)

857.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[umbrella-leaf's solution](#)

858.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[umbrella-leaf's solution](#)

859.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[umbrella-leaf's solution](#)

860.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

861.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[umbrella-leaf's solution](#)

862.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat
[umbrella-leaf's solution](#)

863.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[umbrella-leaf's solution](#)

864.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[umbrella-leaf's solution](#)

865.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities
[umbrella-leaf's solution](#)

866.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths
[umbrella-leaf's solution](#)

867.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees
[umbrella-leaf's solution](#)

868.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute

force, combinatorics, math

[umbrella-leaf's solution](#)

869.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[umbrella-leaf's solution](#)

870.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

871.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[umbrella-leaf's solution](#)

872.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[umbrella-leaf's solution](#)

873.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[umbrella-leaf's solution](#)

874.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[umbrella-leaf's solution](#)

875.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[umbrella-leaf's solution](#)

876.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[umbrella-leaf's solution](#)

877.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[umbrella-leaf's solution](#)

878.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer,

interactive

[umbrella-leaf's solution](#)

879.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[umbrella-leaf's solution](#)

880.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[umbrella-leaf's solution](#)

881.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[umbrella-leaf's solution](#)

882.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[umbrella-leaf's solution](#)

883.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[umbrella-leaf's solution](#)

884.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[umbrella-leaf's solution](#)

885.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[umbrella-leaf's solution](#)

886.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[umbrella-leaf's solution](#)

887.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[umbrella-leaf's solution](#)

888.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[umbrella-leaf's solution](#)

889.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[umbrella-leaf's solution](#)

890.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[umbrella-leaf's solution](#)

891.

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[umbrella-leaf's solution](#)

892.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[umbrella-leaf's solution](#)

893.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[umbrella-leaf's solution](#)

894.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

895.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[umbrella-leaf's solution](#)

896.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs

[umbrella-leaf's solution](#)

897.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[umbrella-leaf's solution](#)

898.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[umbrella-leaf's solution](#)

899.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[umbrella-leaf's solution](#)

900.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[umbrella-leaf's solution](#)

901.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[umbrella-leaf's solution](#)

902.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[umbrella-leaf's solution](#)

903.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation
[umbrella-leaf's solution](#)

904.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[umbrella-leaf's solution](#)

905.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[umbrella-leaf's solution](#)

906.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-07-10 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

907.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[umbrella-leaf's solution](#)

908.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[umbrella-leaf's solution](#)

909.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy
[umbrella-leaf's solution](#)

910.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[umbrella-leaf's solution](#)

911.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths
[umbrella-leaf's solution](#)

912.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[umbrella-leaf's solution](#)

913.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
[umbrella-leaf's solution](#)

914.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[umbrella-leaf's solution](#)

915.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[umbrella-leaf's solution](#)

916.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[umbrella-leaf's solution](#)

917.

1291F

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

Quality: 726 global accepts · Rating: 2800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[umbrella-leaf's solution](#)

918.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[umbrella-leaf's solution](#)

919.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[umbrella-leaf's solution](#)

920.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[umbrella-leaf's solution](#)

921.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

922.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[umbrella-leaf's solution](#)

923.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory

[umbrella-leaf's solution](#)

924.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2024-02-12 · last AC: 2024-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[umbrella-leaf's solution](#)

925.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

926.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[umbrella-leaf's solution](#)

927.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[umbrella-leaf's solution](#)

928.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[umbrella-leaf's solution](#)

929.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[umbrella-leaf's solution](#)

930.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

931.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[umbrella-leaf's solution](#)

932.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[umbrella-leaf's solution](#)

933.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[umbrella-leaf's solution](#)

934.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

935.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[umbrella-leaf's solution](#)

936.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[umbrella-leaf's solution](#)

937.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation
[umbrella-leaf's solution](#)

938.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees
[umbrella-leaf's solution](#)

939.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[umbrella-leaf's solution](#)

940.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[umbrella-leaf's solution](#)

941.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[umbrella-leaf's solution](#)

942.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, two pointers
[umbrella-leaf's solution](#)

943.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[umbrella-leaf's solution](#)

944.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[umbrella-leaf's solution](#)

945.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[umbrella-leaf's solution](#)

946.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

947.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[umbrella-leaf's solution](#)

948.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
[umbrella-leaf's solution](#)

949.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs,

implementation

[umbrella-leaf's solution](#)

950.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[umbrella-leaf's solution](#)

951.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

952.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[umbrella-leaf's solution](#)

953.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[umbrella-leaf's solution](#)

954.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[umbrella-leaf's solution](#)

955.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[umbrella-leaf's solution](#)

956.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[umbrella-leaf's solution](#)

957.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[umbrella-leaf's solution](#)

958.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, trees

[umbrella-leaf's solution](#)

959.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[umbrella-leaf's solution](#)

960.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[umbrella-leaf's solution](#)

961.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[umbrella-leaf's solution](#)

962.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

963.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[umbrella-leaf's solution](#)

964.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[umbrella-leaf's solution](#)

965.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[umbrella-leaf's solution](#)

966.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[umbrella-leaf's solution](#)

967.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[umbrella-leaf's solution](#)

968.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[umbrella-leaf's solution](#)

969.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[umbrella-leaf's solution](#)

970.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings

[umbrella-leaf's solution](#)

971.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[umbrella-leaf's solution](#)

972.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees

[umbrella-leaf's solution](#)

973.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[umbrella-leaf's solution](#)

974.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[umbrella-leaf's solution](#)

975.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[umbrella-leaf's solution](#)

976.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[umbrella-leaf's solution](#)

977.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[umbrella-leaf's solution](#)

978.

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[umbrella-leaf's solution](#)

979.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[umbrella-leaf's solution](#)

980.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-01-13 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[umbrella-leaf's solution](#)

981.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[umbrella-leaf's solution](#)

982.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[umbrella-leaf's solution](#)

983.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[umbrella-leaf's solution](#)

984.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[umbrella-leaf's solution](#)

985.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[umbrella-leaf's solution](#)

986.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[umbrella-leaf's solution](#)

987.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[umbrella-leaf's solution](#)

988.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[umbrella-leaf's solution](#)

989.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[umbrella-leaf's solution](#)

990.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[umbrella-leaf's solution](#)

991.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[umbrella-leaf's solution](#)

992.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[umbrella-leaf's solution](#)

993.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[umbrella-leaf's solution](#)

994.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[umbrella-leaf's solution](#)

995.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[umbrella-leaf's solution](#)

996.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[umbrella-leaf's solution](#)

997.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings
[umbrella-leaf's solution](#)

998.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[umbrella-leaf's solution](#)

999.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[umbrella-leaf's solution](#)

1000.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory, probabilities

[umbrella-leaf's solution](#)

1001.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[umbrella-leaf's solution](#)

1002.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[umbrella-leaf's solution](#)

1003.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[umbrella-leaf's solution](#)

1004.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[umbrella-leaf's solution](#)

1005.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[umbrella-leaf's solution](#)

1006.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[umbrella-leaf's solution](#)

1007.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: strings

[umbrella-leaf's solution](#)

1008.

1979F

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

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[umbrella-leaf's solution](#)

1009.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[umbrella-leaf's solution](#)

1010.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[umbrella-leaf's solution](#)

1011.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities
[umbrella-leaf's solution](#)

1012.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs
[umbrella-leaf's solution](#)

1013.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, two pointers
[umbrella-leaf's solution](#)

1014.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[umbrella-leaf's solution](#)

1015.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[umbrella-leaf's solution](#)

1016.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[umbrella-leaf's solution](#)

1017.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[umbrella-leaf's solution](#)

1018.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities
[umbrella-leaf's solution](#)

1019.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[umbrella-leaf's solution](#)

1020.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[umbrella-leaf's solution](#)

1021.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[umbrella-leaf's solution](#)

1022.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[umbrella-leaf's solution](#)

1023.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[umbrella-leaf's solution](#)

1024.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[umbrella-leaf's solution](#)

1025.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[umbrella-leaf's solution](#)

1026.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[umbrella-leaf's solution](#)

1027.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows

[umbrella-leaf's solution](#)

1028.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[umbrella-leaf's solution](#)

1029.

809D

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

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[umbrella-leaf's solution](#)

1030.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

1031.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[umbrella-leaf's solution](#)

1032.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[umbrella-leaf's solution](#)

1033.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[umbrella-leaf's solution](#)

1034.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[umbrella-leaf's solution](#)

1035.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1036.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[umbrella-leaf's solution](#)

1037.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[umbrella-leaf's solution](#)

1038.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[umbrella-leaf's solution](#)

1039.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-29 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[umbrella-leaf's solution](#)

1040.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[umbrella-leaf's solution](#)

1041.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[umbrella-leaf's solution](#)

1042.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[umbrella-leaf's solution](#)

1043.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[umbrella-leaf's solution](#)

1044.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[umbrella-leaf's solution](#)

1045.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[umbrella-leaf's solution](#)

1046.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[umbrella-leaf's solution](#)

1047.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[umbrella-leaf's solution](#)

1048.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[umbrella-leaf's solution](#)

1049.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[umbrella-leaf's solution](#)

1050.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[umbrella-leaf's solution](#)

1051.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[umbrella-leaf's solution](#)

1052.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[umbrella-leaf's solution](#)

1053.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[umbrella-leaf's solution](#)

1054.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[umbrella-leaf's solution](#)

1055.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[umbrella-leaf's solution](#)

1056.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[umbrella-leaf's solution](#)

1057.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[umbrella-leaf's solution](#)

1058.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[umbrella-leaf's solution](#)

1059.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[umbrella-leaf's solution](#)

1060.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[umbrella-leaf's solution](#)

1061.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices
[umbrella-leaf's solution](#)

1062.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[umbrella-leaf's solution](#)

1063.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[umbrella-leaf's solution](#)

1064.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, fft, number theory
[umbrella-leaf's solution](#)

1065.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

1066.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[umbrella-leaf's solution](#)

1067.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[umbrella-leaf's solution](#)

1068.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings
[umbrella-leaf's solution](#)

1069.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[umbrella-leaf's solution](#)

1070.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry
[umbrella-leaf's solution](#)

1071.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[umbrella-leaf's solution](#)

1072.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees
[umbrella-leaf's solution](#)

1073.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[umbrella-leaf's solution](#)

1074.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers
[umbrella-leaf's solution](#)

1075.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[umbrella-leaf's solution](#)

1076.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[umbrella-leaf's solution](#)

1077.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[umbrella-leaf's solution](#)

1078.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[umbrella-leaf's solution](#)

1079.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[umbrella-leaf's solution](#)

1080.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[umbrella-leaf's solution](#)

1081.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[umbrella-leaf's solution](#)

1082.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1083.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2023-03-26 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[umbrella-leaf's solution](#)

1084.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[umbrella-leaf's solution](#)

1085.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[umbrella-leaf's solution](#)

1086.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[umbrella-leaf's solution](#)

1087.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[umbrella-leaf's solution](#)

1088.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[umbrella-leaf's solution](#)

1089.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[umbrella-leaf's solution](#)

1090.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[umbrella-leaf's solution](#)

1091.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[umbrella-leaf's solution](#)

1092.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[umbrella-leaf's solution](#)

1093.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[umbrella-leaf's solution](#)

1094.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, two pointers
[umbrella-leaf's solution](#)

1095.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[umbrella-leaf's solution](#)

1096.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[umbrella-leaf's solution](#)

1097.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees
[umbrella-leaf's solution](#)

1098.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[umbrella-leaf's solution](#)

1099.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[umbrella-leaf's solution](#)

1100.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[umbrella-leaf's solution](#)

1101.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[umbrella-leaf's solution](#)

1102.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

1103.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[umbrella-leaf's solution](#)

1104.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[umbrella-leaf's solution](#)

1105.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[umbrella-leaf's solution](#)

1106.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[umbrella-leaf's solution](#)

1107.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[umbrella-leaf's solution](#)

1108.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[umbrella-leaf's solution](#)

1109.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[umbrella-leaf's solution](#)

1110.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[umbrella-leaf's solution](#)

1111.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[umbrella-leaf's solution](#)

1112.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees
[umbrella-leaf's solution](#)

1113.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[umbrella-leaf's solution](#)

1114.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy
[umbrella-leaf's solution](#)

1115.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, matrices
[umbrella-leaf's solution](#)

1116.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory
[umbrella-leaf's solution](#)

1117.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[umbrella-leaf's solution](#)

1118.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[umbrella-leaf's solution](#)

1119.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[umbrella-leaf's solution](#)

1120.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[umbrella-leaf's solution](#)

1121.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths
[umbrella-leaf's solution](#)

1122.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[umbrella-leaf's solution](#)

1123.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[umbrella-leaf's solution](#)

1124.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[umbrella-leaf's solution](#)

1125.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[umbrella-leaf's solution](#)

1126.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[umbrella-leaf's solution](#)

1127.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[umbrella-leaf's solution](#)

1128.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

1129.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[umbrella-leaf's solution](#)

1130.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1131.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1132.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

1133.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[umbrella-leaf's solution](#)

1134.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[umbrella-leaf's solution](#)

1135.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[umbrella-leaf's solution](#)

1136.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[umbrella-leaf's solution](#)

1137.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

1138.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1139.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-27 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[umbrella-leaf's solution](#)

1140.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[umbrella-leaf's solution](#)

1141.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[umbrella-leaf's solution](#)

1142.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[umbrella-leaf's solution](#)

1143.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2025-04-30 · last AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[umbrella-leaf's solution](#)

1144.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[umbrella-leaf's solution](#)

1145.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

1146.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[umbrella-leaf's solution](#)

1147.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[umbrella-leaf's solution](#)

1148.

457F

[An easy problem about trees](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 3200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, trees
[umbrella-leaf's solution](#)

1149.

1859F

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

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
[umbrella-leaf's solution](#)

1150.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2023-07-10 · last AC: 2024-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[umbrella-leaf's solution](#)

1151.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[umbrella-leaf's solution](#)

1152.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[umbrella-leaf's solution](#)

1153.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[umbrella-leaf's solution](#)

1154.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1155.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[umbrella-leaf's solution](#)

1156.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[umbrella-leaf's solution](#)

1157.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[umbrella-leaf's solution](#)

1158.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, graphs, trees

[umbrella-leaf's solution](#)

1159.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[umbrella-leaf's solution](#)

1160.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[umbrella-leaf's solution](#)

1161.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[umbrella-leaf's solution](#)

1162.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[umbrella-leaf's solution](#)

1163.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[umbrella-leaf's solution](#)

1164.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[umbrella-leaf's solution](#)

1165.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[umbrella-leaf's solution](#)

1166.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[umbrella-leaf's solution](#)

1167.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees
[umbrella-leaf's solution](#)

1168.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: flows
[umbrella-leaf's solution](#)

1169.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[umbrella-leaf's solution](#)

1170.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[umbrella-leaf's solution](#)

1171.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[umbrella-leaf's solution](#)

1172.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

1173.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
[umbrella-leaf's solution](#)

1174.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1175.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[umbrella-leaf's solution](#)

1176.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[umbrella-leaf's solution](#)

1177.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[umbrella-leaf's solution](#)

1178.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[umbrella-leaf's solution](#)

1179.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[umbrella-leaf's solution](#)

1180.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[umbrella-leaf's solution](#)

1181.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1182.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[umbrella-leaf's solution](#)

1183.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[umbrella-leaf's solution](#)

1184.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[umbrella-leaf's solution](#)

1185.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
[umbrella-leaf's solution](#)

1186.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[umbrella-leaf's solution](#)

1187.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp
[umbrella-leaf's solution](#)

1188.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[umbrella-leaf's solution](#)

1189.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · last AC: 2024-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

1190.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[umbrella-leaf's solution](#)

1191.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy
[umbrella-leaf's solution](#)

1192.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[umbrella-leaf's solution](#)

1193.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[umbrella-leaf's solution](#)

1194.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[umbrella-leaf's solution](#)

1195.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[umbrella-leaf's solution](#)

1196.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[umbrella-leaf's solution](#)

1197.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1198.

1237H

[Balanced Reversals](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

1199.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[umbrella-leaf's solution](#)

1200.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[umbrella-leaf's solution](#)

1201.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-05-15 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

1202.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1203.

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[umbrella-leaf's solution](#)

1204.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

1205.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1206.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1207.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-02-11 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1208.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1209.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[umbrella-leaf's solution](#)

1210.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[umbrella-leaf's solution](#)

1211.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[umbrella-leaf's solution](#)

1212.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[umbrella-leaf's solution](#)

1213.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[umbrella-leaf's solution](#)

1214.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math

[umbrella-leaf's solution](#)

1215.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[umbrella-leaf's solution](#)

1216.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[umbrella-leaf's solution](#)

1217.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[umbrella-leaf's solution](#)

1218.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[umbrella-leaf's solution](#)

1219.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[umbrella-leaf's solution](#)

1220.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[umbrella-leaf's solution](#)

1221.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[umbrella-leaf's solution](#)

1222.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[umbrella-leaf's solution](#)

1223.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[umbrella-leaf's solution](#)

1224.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2021-05-14 · last AC: 2021-05-14 · GNU C++11 (first AC) · Tags: combinatorics, fft, graphs, math

[umbrella-leaf's solution](#)

1225.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[umbrella-leaf's solution](#)

1226.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[umbrella-leaf's solution](#)

1227.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[umbrella-leaf's solution](#)

1228.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[umbrella-leaf's solution](#)

1229.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[umbrella-leaf's solution](#)

1230.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp
[umbrella-leaf's solution](#)

1231.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[umbrella-leaf's solution](#)

1232.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[umbrella-leaf's solution](#)

1233.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[umbrella-leaf's solution](#)

1234.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[umbrella-leaf's solution](#)

1235.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games
[umbrella-leaf's solution](#)

1236.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: games
[umbrella-leaf's solution](#)

1237.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[umbrella-leaf's solution](#)

1238.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[umbrella-leaf's solution](#)

1239.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[umbrella-leaf's solution](#)

1240.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory
[umbrella-leaf's solution](#)

1241.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1242.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: math
[umbrella-leaf's solution](#)

1243.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[umbrella-leaf's solution](#)

1244.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive
[umbrella-leaf's solution](#)

1245.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[umbrella-leaf's solution](#)

1246.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[umbrella-leaf's solution](#)

1247.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[umbrella-leaf's solution](#)

1248.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[umbrella-leaf's solution](#)

1249.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[umbrella-leaf's solution](#)

1250.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[umbrella-leaf's solution](#)

1251.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[umbrella-leaf's solution](#)

1252.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[umbrella-leaf's solution](#)

1253.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[umbrella-leaf's solution](#)

1254.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[umbrella-leaf's solution](#)

1255.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[umbrella-leaf's solution](#)

1256.

105657I

[Identify Chord](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1257.

105657G

[Gathering Mushrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1258.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1259.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1260.

105657M

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1261.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1262.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1263.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1264.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1265.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1266.

106068C

[Stones Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1267.

106068B

[SCPC is Typing...](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1268.

106068A

[Correct Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1269.

106068F

[Good Luck Syria](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1270.

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1271.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1272.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1273.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[umbrella-leaf's solution](#)

1274.

102576D

[Clique](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1275.

101821B

[LIS vs. LDS](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1276.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1277.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1278.

103698C

[The 80/20 Rule](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1279.

103698D

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[umbrella-leaf's solution](#)

1280.

103698F

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1281.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1282.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1283.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1284.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1285.

100633J

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[umbrella-leaf's solution](#)

1286.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[umbrella-leaf's solution](#)