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# Unique solved — unordered map

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1.

2127A

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2124A

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3.

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4.

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5.

2053A

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6.

2034A

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7.

2039A

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8.

2029A

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9.

1983A

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**11.**

1870A

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**12.**

1863A

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1864A

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**15.**

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1706A

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64.

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66.

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69.

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1559A

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74.

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2034B

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**81.**

1770B

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**82.**

1770A

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**83.**

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**87.**

1613B

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**88.**

1605B

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**89.**

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**90.**

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**91.**

1550B

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**92.**

1521A

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**93.**

1520C

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**94.**

2061B

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1863C

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**98.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[unordered\\_map's solution](#)

**99.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[unordered\\_map's solution](#)

**100.**

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[unordered\\_map's solution](#)

**101.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[unordered\\_map's solution](#)

**102.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings  
[unordered\\_map's solution](#)

**103.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[unordered\\_map's solution](#)

**104.**

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[unordered\\_map's solution](#)

**105.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[unordered\\_map's solution](#)

**106.**

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[unordered\\_map's solution](#)

**107.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[unordered\\_map's solution](#)

**108.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings  
[unordered\\_map's solution](#)

**109.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[unordered\\_map's solution](#)

**110.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[unordered\\_map's solution](#)

**111.**

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[unordered\\_map's solution](#)

**112.**

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[unordered\\_map's solution](#)

**113.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy  
[unordered\\_map's solution](#)

**114.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory  
[unordered\\_map's solution](#)

**115.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[unordered\\_map's solution](#)

**116.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[unordered\\_map's solution](#)

**117.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[unordered\\_map's solution](#)

**118.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[unordered\\_map's solution](#)

**119.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[unordered\\_map's solution](#)

**120.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[unordered\\_map's solution](#)

**121.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[unordered\\_map's solution](#)

**122.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[unordered\\_map's solution](#)

**123.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[unordered\\_map's solution](#)

**124.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[unordered\\_map's solution](#)

**125.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[unordered\\_map's solution](#)

**126.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[unordered\\_map's solution](#)

**127.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[unordered\\_map's solution](#)

**128.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[unordered\\_map's solution](#)

**129.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: data structures, hashing, math  
[unordered\\_map's solution](#)

**130.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[unordered\\_map's solution](#)

**131.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[unordered\\_map's solution](#)

**132.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[unordered\\_map's solution](#)

**133.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[unordered\\_map's solution](#)

**134.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[unordered\\_map's solution](#)

**135.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[unordered\\_map's solution](#)

**136.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[unordered\\_map's solution](#)

**137.**

1650D

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

Quality: 14,722 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[unordered\\_map's solution](#)

**138.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[unordered\\_map's solution](#)

**139.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[unordered\\_map's solution](#)

**140.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[unordered\\_map's solution](#)

**141.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[unordered\\_map's solution](#)

**142.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[unordered\\_map's solution](#)

**143.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[unordered\\_map's solution](#)

**144.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[unordered\\_map's solution](#)

**145.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[unordered\\_map's solution](#)

**146.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[unordered\\_map's solution](#)

**147.**

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, math, sortings

[unordered\\_map's solution](#)

**148.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[unordered\\_map's solution](#)

**149.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[unordered\\_map's solution](#)

**150.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[unordered\\_map's solution](#)

**151.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[unordered\\_map's solution](#)

**152.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[unordered\\_map's solution](#)

**153.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[unordered\\_map's solution](#)

**154.**

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[unordered\\_map's solution](#)

**155.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[unordered\\_map's solution](#)

**156.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[unordered\\_map's solution](#)

**157.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[unordered\\_map's solution](#)

**158.**

1629C

[Meximum Array](#) · Tutorial

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[unordered\\_map's solution](#)

**159.**

1627C

[Not Assigning](#) · Tutorial

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[unordered\\_map's solution](#)

**160.**

1605C

[Dominant Character](#) · Tutorial

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings  
[unordered\\_map's solution](#)

**161.**

1606C

[Banknotes](#) · Tutorial

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[unordered\\_map's solution](#)

**162.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees  
[unordered\\_map's solution](#)

**163.**

1535C

[Unstable String](#) · Tutorial

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[unordered\\_map's solution](#)

**164.**

1526B

[I Hate 1111](#) · Tutorial

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[unordered\\_map's solution](#)

**165.**

1520E

[Arranging The Sheep](#) · Tutorial

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: greedy, math  
[unordered\\_map's solution](#)

**166.**

2077A

[Breach of Faith](#) · Tutorial

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[unordered\\_map's solution](#)

**167.**

2057C

[Trip to the Olympiad](#) · Tutorial

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[unordered\\_map's solution](#)

**168.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[unordered\\_map's solution](#)

**169.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[unordered\\_map's solution](#)

**170.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[unordered\\_map's solution](#)

**171.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[unordered\\_map's solution](#)

**172.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[unordered\\_map's solution](#)

**173.**

1621B

[Integers Shop](#) · [Tutorial](#)

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

[unordered\\_map's solution](#)

**174.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[unordered\\_map's solution](#)

**175.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[unordered\\_map's solution](#)

**176.**

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[unordered\\_map's solution](#)

**177.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[unordered\\_map's solution](#)

**178.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[unordered\\_map's solution](#)

**179.**

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[unordered\\_map's solution](#)

**180.**

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[unordered\\_map's solution](#)

**181.**

2061D

[Kevin and Numbers · Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[unordered\\_map's solution](#)

**182.**

2061C

[Kevin and Puzzle · Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[unordered\\_map's solution](#)

**183.**

2034D

[Darius' Wisdom · Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[unordered\\_map's solution](#)

**184.**

1787C

[Remove the Bracket · Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[unordered\\_map's solution](#)

**185.**

1782C

[Equal Frequencies · Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[unordered\\_map's solution](#)

**186.**

1779C

[Least Prefix Sum · Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[unordered\\_map's solution](#)

**187.**

1753B

[Factorial Divisibility · Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[unordered\\_map's solution](#)

**188.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[unordered\\_map's solution](#)

**189.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math  
[unordered\\_map's solution](#)

**190.**

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[unordered\\_map's solution](#)

**191.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[unordered\\_map's solution](#)

**192.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math  
[unordered\\_map's solution](#)

**193.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[unordered\\_map's solution](#)

**194.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[unordered\\_map's solution](#)

**195.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[unordered\\_map's solution](#)

**196.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[unordered\\_map's solution](#)

**197.**

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[unordered\\_map's solution](#)

**198.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[unordered\\_map's solution](#)

**199.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[unordered\\_map's solution](#)

**200.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[unordered\\_map's solution](#)

**201.**

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[unordered\\_map's solution](#)

**202.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[unordered\\_map's solution](#)

**203.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[unordered\\_map's solution](#)

**204.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[unordered\\_map's solution](#)

**205.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[unordered\\_map's solution](#)

**206.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[unordered\\_map's solution](#)

**207.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[unordered\\_map's solution](#)

## 208.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[unordered\\_map's solution](#)

## 209.

1644D

[Cross Coloring · Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[unordered\\_map's solution](#)

## 210.

1629D

[Peculiar Movie Preferences · Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[unordered\\_map's solution](#)

## 211.

1626C

[Monsters And Spells · Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[unordered\\_map's solution](#)

## 212.

1625C

[Road Optimization · Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[unordered\\_map's solution](#)

## 213.

1621C

[Hidden Permutations · Tutorial](#)

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

[unordered\\_map's solution](#)

## 214.

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[unordered\\_map's solution](#)

## 215.

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[unordered\\_map's solution](#)

## 216.

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[unordered\\_map's solution](#)

## 217.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and

similar, dp, graphs, interactive

[unordered\\_map's solution](#)

**218.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[unordered\\_map's solution](#)

**219.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[unordered\\_map's solution](#)

**220.**

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[unordered\\_map's solution](#)

**221.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[unordered\\_map's solution](#)

**222.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[unordered\\_map's solution](#)

**223.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[unordered\\_map's solution](#)

**224.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[unordered\\_map's solution](#)

**225.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[unordered\\_map's solution](#)

**226.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[unordered\\_map's solution](#)

**227.**

1631D

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

Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[unordered\\_map's solution](#)

**228.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[unordered\\_map's solution](#)

**229.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[unordered\\_map's solution](#)

**230.**

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[unordered\\_map's solution](#)

**231.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[unordered\\_map's solution](#)

**232.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[unordered\\_map's solution](#)

**233.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[unordered\\_map's solution](#)

**234.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[unordered\\_map's solution](#)

**235.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[unordered\\_map's solution](#)

**236.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[unordered\\_map's solution](#)

**237.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[unordered\\_map's solution](#)

**238.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math  
[unordered\\_map's solution](#)

**239.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math  
[unordered\\_map's solution](#)

**240.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[unordered\\_map's solution](#)

**241.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy  
[unordered\\_map's solution](#)

**242.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[unordered\\_map's solution](#)

**243.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[unordered\\_map's solution](#)

**244.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[unordered\\_map's solution](#)

**245.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[unordered\\_map's solution](#)

**246.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[unordered\\_map's solution](#)

**247.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[unordered\\_map's solution](#)

**248.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[unordered\\_map's solution](#)

**249.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[unordered\\_map's solution](#)

**250.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[unordered\\_map's solution](#)

**251.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[unordered\\_map's solution](#)

**252.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[unordered\\_map's solution](#)

**253.**

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[unordered\\_map's solution](#)

**254.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[unordered\\_map's solution](#)

**255.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[unordered\\_map's solution](#)

**256.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[unordered\\_map's solution](#)

**257.**

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[unordered\\_map's solution](#)

**258.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[unordered\\_map's solution](#)

**259.**

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[unordered\\_map's solution](#)

**260.**

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[unordered\\_map's solution](#)

**261.**

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[unordered\\_map's solution](#)

**262.**

1710B

[Rain · Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[unordered\\_map's solution](#)

**263.**

1629F1

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

Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[unordered\\_map's solution](#)

**264.**

1626D

[Martial Arts Tournament · Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[unordered\\_map's solution](#)

**265.**

1621D

[The Winter Hike · Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[unordered\\_map's solution](#)

**266.**

321C

[Ciel the Commander · Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[unordered\\_map's solution](#)

**267.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[unordered\\_map's solution](#)

**268.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math  
[unordered\\_map's solution](#)

**269.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math  
[unordered\\_map's solution](#)

**270.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[unordered\\_map's solution](#)

**271.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[unordered\\_map's solution](#)

**272.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math  
[unordered\\_map's solution](#)

**273.**

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive  
[unordered\\_map's solution](#)

**274.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[unordered\\_map's solution](#)

**275.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[unordered\\_map's solution](#)

**276.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[unordered\\_map's solution](#)

**277.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[unordered\\_map's solution](#)

**278.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[unordered\\_map's solution](#)

**279.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[unordered\\_map's solution](#)

**280.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[unordered\\_map's solution](#)

**281.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[unordered\\_map's solution](#)

**282.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[unordered\\_map's solution](#)

**283.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[unordered\\_map's solution](#)

**284.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[unordered\\_map's solution](#)

**285.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[unordered\\_map's solution](#)

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Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

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