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Unique solved — user10086

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

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Filters: none

Count: 663

- 1.**
2053A
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Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[user10086's solution](#)
- 2.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[user10086's solution](#)
- 3.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
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- 4.**
1898A
[Milica and String](#) · [Tutorial](#)
Quality: 17,426 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[user10086's solution](#)
- 5.**
1934A
[Too Min Too Max](#) · [Tutorial](#)
Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[user10086's solution](#)
- 6.**
1694A
[Creep](#) · [Tutorial](#)
Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[user10086's solution](#)
- 7.**
976A
[Minimum Binary Number](#) · [Tutorial](#)
Quality: 10,975 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[user10086's solution](#)
- 8.**
1778A
[Flip Flop Sum](#) · [Tutorial](#)
Quality: 25,752 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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- 9.**
1935A
[Entertainment in MAC](#) · [Tutorial](#)
Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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10.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[user10086's solution](#)

11.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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12.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[user10086's solution](#)

13.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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14.

1646B

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15.

1646A

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Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: math

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16.

1692C

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Quality: 38,919 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[user10086's solution](#)

17.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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18.

1692A

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Quality: 85,764 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[user10086's solution](#)

19.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,372 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

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20.

1397A

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Quality: 29,833 global accepts · Rating: 800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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21.

1688B

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[user10086's solution](#)

22.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[user10086's solution](#)

23.

1899A

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

Quality: 92,816 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
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24.

1919B

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25.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math
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26.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[user10086's solution](#)

27.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[user10086's solution](#)

28.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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29.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[user10086's solution](#)

30.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[user10086's solution](#)

- 31.**
1879A
[Rigged!](#) · [Tutorial](#)
Quality: 24,521 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[user10086's solution](#)
- 32.**
1870A
[MEXanized Array](#) · [Tutorial](#)
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[user10086's solution](#)
- 33.**
1780A
[Hayato and School](#) · [Tutorial](#)
Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[user10086's solution](#)
- 34.**
1774A
[Add Plus Minus Sign](#) · [Tutorial](#)
Quality: 23,532 global accepts · Rating: 800 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[user10086's solution](#)
- 35.**
1829A
[Love Story](#) · [Tutorial](#)
Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[user10086's solution](#)
- 36.**
1867A
[green gold dog array and permutation](#) · [Tutorial](#)
Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[user10086's solution](#)
- 37.**
1789B
[Serval and Inversion Magic](#) · [Tutorial](#)
Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers
[user10086's solution](#)
- 38.**
1789A
[Serval and Mocha's Array](#) · [Tutorial](#)
Quality: 33,009 global accepts · Rating: 800 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[user10086's solution](#)
- 39.**
1823A
[A-characteristic](#) · [Tutorial](#)
Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[user10086's solution](#)
- 40.**
1861A
[Prime Deletion](#) · [Tutorial](#)
Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[user10086's solution](#)
- 41.**
1863A
[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[user10086's solution](#)

42.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,027 global accepts · Rating: 800 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[user10086's solution](#)

43.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[user10086's solution](#)

44.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,473 global accepts · Rating: 800 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[user10086's solution](#)

45.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[user10086's solution](#)

46.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[user10086's solution](#)

47.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: strings
[user10086's solution](#)

48.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[user10086's solution](#)

49.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[user10086's solution](#)

50.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,440 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[user10086's solution](#)

51.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, flows, graphs, greedy, implementation

[user10086's solution](#)

52.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[user10086's solution](#)

53.

1831A

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

Quality: 46,319 global accepts · Rating: 800 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[user10086's solution](#)

54.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[user10086's solution](#)

55.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[user10086's solution](#)

56.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,673 global accepts · Rating: 800 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[user10086's solution](#)

57.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[user10086's solution](#)

58.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[user10086's solution](#)

59.

1851A

[Escalator Conversations](#) · [Tutorial](#)

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60.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,074 global accepts · Rating: 800 · first AC: 2023-07-23 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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61.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

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[user10086's solution](#)

62.

1836A

[Destroyer](#) · [Tutorial](#)

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63.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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64.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

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65.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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66.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[user10086's solution](#)

67.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[user10086's solution](#)

68.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[user10086's solution](#)

69.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[user10086's solution](#)

70.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,326 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[user10086's solution](#)

71.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,899 global accepts · Rating: 800 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[user10086's solution](#)

72.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[user10086's solution](#)

73.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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74.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[user10086's solution](#)

75.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,463 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[user10086's solution](#)

76.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,208 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
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77.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[user10086's solution](#)

78.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,636 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[user10086's solution](#)

79.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[user10086's solution](#)

80.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[user10086's solution](#)

81.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,069 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[user10086's solution](#)

82.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[user10086's solution](#)

83.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[user10086's solution](#)

84.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[user10086's solution](#)

85.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[user10086's solution](#)

86.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[user10086's solution](#)

87.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[user10086's solution](#)

88.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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89.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,638 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[user10086's solution](#)

90.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[user10086's solution](#)

91.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[user10086's solution](#)

92.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[user10086's solution](#)

93.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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94.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[user10086's solution](#)

95.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

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96.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math

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97.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[user10086's solution](#)

98.

1875A

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

Quality: 47,026 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[user10086's solution](#)

99.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[user10086's solution](#)

100.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[user10086's solution](#)

101.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[user10086's solution](#)

102.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[user10086's solution](#)

103.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,891 global accepts · Rating: 900 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[user10086's solution](#)

104.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[user10086's solution](#)

105.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[user10086's solution](#)

106.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,322 global accepts · Rating: 900 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[user10086's solution](#)

107.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[user10086's solution](#)

108.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,833 global accepts · Rating: 900 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[user10086's solution](#)

109.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,093 global accepts · Rating: 900 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[user10086's solution](#)

110.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[user10086's solution](#)

111.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[user10086's solution](#)

112.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[user10086's solution](#)

113.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[user10086's solution](#)

114.

1876A

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

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[user10086's solution](#)

115.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[user10086's solution](#)

116.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[user10086's solution](#)

117.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[user10086's solution](#)

118.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,918 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[user10086's solution](#)

119.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[user10086's solution](#)

120.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[user10086's solution](#)

121.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[user10086's solution](#)

122.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[user10086's solution](#)

123.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[user10086's solution](#)

124.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,385 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[user10086's solution](#)

125.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 1000 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[user10086's solution](#)

126.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[user10086's solution](#)

127.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[user10086's solution](#)

128.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[user10086's solution](#)

129.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[user10086's solution](#)

130.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[user10086's solution](#)

131.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[user10086's solution](#)

132.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[user10086's solution](#)

133.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[user10086's solution](#)

134.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[user10086's solution](#)

135.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[user10086's solution](#)

136.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[user10086's solution](#)

137.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings
[user10086's solution](#)

138.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[user10086's solution](#)

139.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[user10086's solution](#)

140.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[user10086's solution](#)

141.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1100 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[user10086's solution](#)

142.

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[user10086's solution](#)

143.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings
[user10086's solution](#)

144.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[user10086's solution](#)

145.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[user10086's solution](#)

146.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,008 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[user10086's solution](#)

147.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,115 global accepts · Rating: 1100 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[user10086's solution](#)

148.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[user10086's solution](#)

149.

1791G1

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

Quality: 33,930 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[user10086's solution](#)

150.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,293 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[user10086's solution](#)

151.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[user10086's solution](#)

152.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[user10086's solution](#)

153.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,252 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[user10086's solution](#)

154.

1807G2

[Subsequence Addition \(Hard Version\) · Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[user10086's solution](#)

155.

1759C

[Thermostat · Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[user10086's solution](#)

156.

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

[user10086's solution](#)

157.

2048C

[Kevin and Binary Strings · Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[user10086's solution](#)

158.

1934B

[Yet Another Coin Problem · Tutorial](#)

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[user10086's solution](#)

159.

1694B

[Paranoid String · Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[user10086's solution](#)

160.

1935B

[Informatics in MAC · Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[user10086's solution](#)

161.

1822D

[Super-Permutation · Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-07-17 · last AC: 2024-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[user10086's solution](#)

162.

1692E

[Binary Deque · Tutorial](#)

Quality: 33,294 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[user10086's solution](#)

163.

1881C

[Perfect Square · Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[user10086's solution](#)

164.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[user10086's solution](#)

165.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[user10086's solution](#)

166.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[user10086's solution](#)

167.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[user10086's solution](#)

168.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[user10086's solution](#)

169.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,674 global accepts · Rating: 1200 · first AC: 2023-08-14 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[user10086's solution](#)

170.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[user10086's solution](#)

171.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[user10086's solution](#)

172.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[user10086's solution](#)

173.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[user10086's solution](#)

174.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[user10086's solution](#)

175.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[user10086's solution](#)

176.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[user10086's solution](#)

177.

1769C1

[A67001d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, greedy

[user10086's solution](#)

178.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[user10086's solution](#)

179.

1694C

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

Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[user10086's solution](#)

180.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[user10086's solution](#)

181.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[user10086's solution](#)

182.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[user10086's solution](#)

183.

1820C

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

Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[user10086's solution](#)

184.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[user10086's solution](#)

185.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[user10086's solution](#)

186.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[user10086's solution](#)

187.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[user10086's solution](#)

188.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[user10086's solution](#)

189.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[user10086's solution](#)

190.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[user10086's solution](#)

191.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[user10086's solution](#)

192.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[user10086's solution](#)

193.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[user10086's solution](#)

194.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[user10086's solution](#)

195.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[user10086's solution](#)

196.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[user10086's solution](#)

197.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive

[user10086's solution](#)

198.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[user10086's solution](#)

199.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[user10086's solution](#)

200.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[user10086's solution](#)

201.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[user10086's solution](#)

202.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[user10086's solution](#)

203.

4C

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

Quality: 108,185 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[user10086's solution](#)

204.

1769C2

[Aö>CD:CD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
[user10086's solution](#)

205.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[user10086's solution](#)

206.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[user10086's solution](#)

207.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[user10086's solution](#)

208.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[user10086's solution](#)

209.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, matrices
[user10086's solution](#)

210.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[user10086's solution](#)

211.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[user10086's solution](#)

212.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[user10086's solution](#)

213.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[user10086's solution](#)

214.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[user10086's solution](#)

215.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[user10086's solution](#)

216.

1888D1

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

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

[user10086's solution](#)

217.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[user10086's solution](#)

218.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[user10086's solution](#)

219.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[user10086's solution](#)

220.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[user10086's solution](#)

221.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[user10086's solution](#)

222.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[user10086's solution](#)

223.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[user10086's solution](#)

224.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[user10086's solution](#)

225.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[user10086's solution](#)

226.

1831C

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

Rating: 1400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[user10086's solution](#)

227.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[user10086's solution](#)

228.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[user10086's solution](#)

229.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[user10086's solution](#)

230.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[user10086's solution](#)

231.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[user10086's solution](#)

232.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[user10086's solution](#)

233.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[user10086's solution](#)

234.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[user10086's solution](#)

235.

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

[user10086's solution](#)

236.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[user10086's solution](#)

237.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[user10086's solution](#)

238.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[user10086's solution](#)

239.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[user10086's solution](#)

240.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[user10086's solution](#)

241.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[user10086's solution](#)

242.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,693 global accepts · Rating: 1500 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[user10086's solution](#)

243.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[user10086's solution](#)

244.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[user10086's solution](#)

245.

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

[user10086's solution](#)

246.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[user10086's solution](#)

247.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[user10086's solution](#)

248.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[user10086's solution](#)

249.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[user10086's solution](#)

250.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[user10086's solution](#)

251.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[user10086's solution](#)

252.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[user10086's solution](#)

253.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[user10086's solution](#)

254.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[user10086's solution](#)

255.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[user10086's solution](#)

256.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[user10086's solution](#)

257.

1791F

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

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[user10086's solution](#)

258.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[user10086's solution](#)

259.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[user10086's solution](#)

260.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[user10086's solution](#)

261.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[user10086's solution](#)

262.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[user10086's solution](#)

263.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[user10086's solution](#)

264.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[user10086's solution](#)

265.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[user10086's solution](#)

266.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[user10086's solution](#)

267.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[user10086's solution](#)

268.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: probabilities

[user10086's solution](#)

269.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[user10086's solution](#)

270.

1688D

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

Rating: 1600 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[user10086's solution](#)

271.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[user10086's solution](#)

272.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[user10086's solution](#)

273.

1875D

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

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[user10086's solution](#)

274.

1802C

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

Rating: 1600 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[user10086's solution](#)

275.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[user10086's solution](#)

276.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[user10086's solution](#)

277.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[user10086's solution](#)

278.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[user10086's solution](#)

279.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[user10086's solution](#)

280.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[user10086's solution](#)

281.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[user10086's solution](#)

282.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[user10086's solution](#)

283.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, interactive

[user10086's solution](#)

284.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[user10086's solution](#)

285.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[user10086's solution](#)

286.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[user10086's solution](#)

287.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[user10086's solution](#)

288.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[user10086's solution](#)

289.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[user10086's solution](#)

290.

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

[user10086's solution](#)

291.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[user10086's solution](#)

292.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[user10086's solution](#)

293.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[user10086's solution](#)

294.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[user10086's solution](#)

295.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[user10086's solution](#)

296.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[user10086's solution](#)

297.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[user10086's solution](#)

298.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[user10086's solution](#)

299.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[user10086's solution](#)

300.

1694D

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

Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[user10086's solution](#)

301.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[user10086's solution](#)

302.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[user10086's solution](#)

303.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[user10086's solution](#)

304.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[user10086's solution](#)

305.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings
[user10086's solution](#)

306.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[user10086's solution](#)

307.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory
[user10086's solution](#)

308.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[user10086's solution](#)

309.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[user10086's solution](#)

310.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[user10086's solution](#)

311.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,498 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[user10086's solution](#)

312.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[user10086's solution](#)

313.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[user10086's solution](#)

314.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[user10086's solution](#)

315.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[user10086's solution](#)

316.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[user10086's solution](#)

317.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[user10086's solution](#)

318.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[user10086's solution](#)

319.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search
[user10086's solution](#)

320.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[user10086's solution](#)

321.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[user10086's solution](#)

322.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[user10086's solution](#)

323.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

dsu, graphs, greedy, implementation

[user10086's solution](#)

324.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[user10086's solution](#)

325.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[user10086's solution](#)

326.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[user10086's solution](#)

327.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · last AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[user10086's solution](#)

328.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[user10086's solution](#)

329.

1995C

[Squaring](#) · [Tutorial](#)

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

[user10086's solution](#)

330.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[user10086's solution](#)

331.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[user10086's solution](#)

332.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[user10086's solution](#)

333.

1549D

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

Rating: 1800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers
[user10086's solution](#)

334.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[user10086's solution](#)

335.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[user10086's solution](#)

336.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[user10086's solution](#)

337.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings
[user10086's solution](#)

338.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[user10086's solution](#)

339.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees
[user10086's solution](#)

340.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[user10086's solution](#)

341.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[user10086's solution](#)

342.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[user10086's solution](#)

343.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[user10086's solution](#)

344.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[user10086's solution](#)

345.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[user10086's solution](#)

346.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[user10086's solution](#)

347.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
[user10086's solution](#)

348.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[user10086's solution](#)

349.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
[user10086's solution](#)

350.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[user10086's solution](#)

351.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[user10086's solution](#)

352.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities
[user10086's solution](#)

353.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[user10086's solution](#)

354.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-24 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[user10086's solution](#)

355.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[user10086's solution](#)

356.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[user10086's solution](#)

357.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[user10086's solution](#)

358.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[user10086's solution](#)

359.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[user10086's solution](#)

360.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[user10086's solution](#)

361.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[user10086's solution](#)

362.

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

[user10086's solution](#)

363.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-08-14 · last AC: 2024-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[user10086's solution](#)

364.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[user10086's solution](#)

365.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[user10086's solution](#)

366.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[user10086's solution](#)

367.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[user10086's solution](#)

368.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-11-11 · last AC: 2024-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[user10086's solution](#)

369.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: games, matrices, probabilities

[user10086's solution](#)

370.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[user10086's solution](#)

371.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[user10086's solution](#)

372.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, matrices

[user10086's solution](#)

373.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[user10086's solution](#)

374.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[user10086's solution](#)

375.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-11-15 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[user10086's solution](#)

376.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[user10086's solution](#)

377.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[user10086's solution](#)

378.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[user10086's solution](#)

379.

1888D2

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

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

[user10086's solution](#)

380.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[user10086's solution](#)

381.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[user10086's solution](#)

382.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

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383.

1823D

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Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
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384.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
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385.

1794D

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Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
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386.

1821D

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387.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
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388.

1797D

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Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
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389.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
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390.

1854A2

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

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391.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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392.

1791G2

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393.

5C

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394.

1744E2

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395.

1285D

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396.

1153D

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Quality: 5,542 global accepts · Rating: 1900 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[user10086's solution](#)

397.

149D

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Quality: 4,614 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[user10086's solution](#)

398.

19B

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

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399.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[user10086's solution](#)

400.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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401.

388C

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402.

2048E

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

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403.

1198C

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404.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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405.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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406.

1951E

[No Palindromes · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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407.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-04-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[user10086's solution](#)

408.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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409.

1244E

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410.

1923E

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Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

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411.

621E

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412.

1753C

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413.

1646D

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414.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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415.

1841D

[Pairs of Segments](#) · [Tutorial](#)

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416.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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417.

1872G

[Replace With Product](#) · [Tutorial](#)

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418.

1804D

[Accommodation](#) · [Tutorial](#)

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419.

1132F

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420.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

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421.

1862G

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422.

1831D

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

Rating: 2000 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math

[user10086's solution](#)

423.

1828D1

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

Rating: 2000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[user10086's solution](#)

424.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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425.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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426.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[user10086's solution](#)

427.

900D

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Quality: 3,790 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[user10086's solution](#)

428.

1763C

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429.

1618F

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430.

1060E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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431.

864E

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Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

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432.

449B

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433.

1370D

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434.

838B

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435.

2150C

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436.

1876C

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437.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

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438.

1364D

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439.

1934D1

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440.

1748D

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Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[user10086's solution](#)

441.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[user10086's solution](#)

442.

1778D

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Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[user10086's solution](#)

443.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[user10086's solution](#)

444.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
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445.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
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446.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[user10086's solution](#)

447.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2024-01-04 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
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448.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy
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449.

1322B

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Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
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450.

1863E

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451.

1808D

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Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-08-14 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
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452.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings
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453.

1056E

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[user10086's solution](#)

454.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
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455.

1470D

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Quality: 4,187 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
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456.

1997E

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[user10086's solution](#)

457.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
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458.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[user10086's solution](#)

459.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[user10086's solution](#)

460.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation
[user10086's solution](#)

461.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[user10086's solution](#)

462.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[user10086's solution](#)

463.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[user10086's solution](#)

464.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[user10086's solution](#)

465.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[user10086's solution](#)

466.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[user10086's solution](#)

467.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[user10086's solution](#)

468.

1867E2

[Salylg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[user10086's solution](#)

469.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[user10086's solution](#)

470.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-08-14 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[user10086's solution](#)

471.

1858D

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[user10086's solution](#)

472.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[user10086's solution](#)

473.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[user10086's solution](#)

474.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[user10086's solution](#)

475.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[user10086's solution](#)

476.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[user10086's solution](#)

477.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[user10086's solution](#)

478.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[user10086's solution](#)

479.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[user10086's solution](#)

480.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[user10086's solution](#)

481.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[user10086's solution](#)

482.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[user10086's solution](#)

483.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[user10086's solution](#)

484.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[user10086's solution](#)

485.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[user10086's solution](#)

486.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[user10086's solution](#)

487.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[user10086's solution](#)

488.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[user10086's solution](#)

489.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[user10086's solution](#)

490.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2024-03-05 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[user10086's solution](#)

491.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[user10086's solution](#)

492.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[user10086's solution](#)

493.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory
[user10086's solution](#)

494.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[user10086's solution](#)

495.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[user10086's solution](#)

496.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[user10086's solution](#)

497.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[user10086's solution](#)

498.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[user10086's solution](#)

499.

1875F

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

Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[user10086's solution](#)

500.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[user10086's solution](#)

501.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[user10086's solution](#)

502.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[user10086's solution](#)

503.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[user10086's solution](#)

504.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, shortest paths

[user10086's solution](#)

505.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[user10086's solution](#)

506.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[user10086's solution](#)

507.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2023-08-16 · last AC: 2024-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[user10086's solution](#)

508.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[user10086's solution](#)

509.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[user10086's solution](#)

510.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[user10086's solution](#)

511.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[user10086's solution](#)

512.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[user10086's solution](#)

513.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[user10086's solution](#)

514.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[user10086's solution](#)

515.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[user10086's solution](#)

516.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[user10086's solution](#)

517.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[user10086's solution](#)

518.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[user10086's solution](#)

519.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[user10086's solution](#)

520.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[user10086's solution](#)

521.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[user10086's solution](#)

522.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[user10086's solution](#)

523.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[user10086's solution](#)

524.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-10-08 · last AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[user10086's solution](#)

525.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[user10086's solution](#)

526.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[user10086's solution](#)

527.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[user10086's solution](#)

528.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[user10086's solution](#)

529.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[user10086's solution](#)

530.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[user10086's solution](#)

531.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[user10086's solution](#)

532.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[user10086's solution](#)

533.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-25 · last AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[user10086's solution](#)

534.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[user10086's solution](#)

535.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[user10086's solution](#)

536.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[user10086's solution](#)

537.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[user10086's solution](#)

538.

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[user10086's solution](#)

539.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[user10086's solution](#)

540.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[user10086's solution](#)

541.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
[user10086's solution](#)

542.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[user10086's solution](#)

543.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[user10086's solution](#)

544.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: math
[user10086's solution](#)

545.

185D

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

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[user10086's solution](#)

546.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[user10086's solution](#)

547.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[user10086's solution](#)

548.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[user10086's solution](#)

549.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[user10086's solution](#)

550.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[user10086's solution](#)

551.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[user10086's solution](#)

552.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[user10086's solution](#)

553.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[user10086's solution](#)

554.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[user10086's solution](#)

555.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[user10086's solution](#)

556.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[user10086's solution](#)

557.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[user10086's solution](#)

558.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[user10086's solution](#)

559.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[user10086's solution](#)

560.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[user10086's solution](#)

561.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-12-21 · last AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[user10086's solution](#)

562.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[user10086's solution](#)

563.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[user10086's solution](#)

564.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[user10086's solution](#)

565.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[user10086's solution](#)

566.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[user10086's solution](#)

567.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[user10086's solution](#)

568.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[user10086's solution](#)

569.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[user10086's solution](#)

570.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[user10086's solution](#)

571.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[user10086's solution](#)

572.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[user10086's solution](#)

573.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[user10086's solution](#)

574.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[user10086's solution](#)

575.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-04-22 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[user10086's solution](#)

576.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[user10086's solution](#)

577.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[user10086's solution](#)

578.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[user10086's solution](#)

579.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[user10086's solution](#)

580.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[user10086's solution](#)

581.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[user10086's solution](#)

582.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[user10086's solution](#)

583.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[user10086's solution](#)

584.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[user10086's solution](#)

585.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[user10086's solution](#)

586.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[user10086's solution](#)

587.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[user10086's solution](#)

588.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[user10086's solution](#)

589.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[user10086's solution](#)

590.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[user10086's solution](#)

591.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices
[user10086's solution](#)

592.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[user10086's solution](#)

593.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[user10086's solution](#)

594.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[user10086's solution](#)

595.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[user10086's solution](#)

596.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[user10086's solution](#)

597.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees
[user10086's solution](#)

598.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths
[user10086's solution](#)

599.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[user10086's solution](#)

600.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees
[user10086's solution](#)

601.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, matrices

[user10086's solution](#)

602.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[user10086's solution](#)

603.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[user10086's solution](#)

604.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[user10086's solution](#)

605.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2024-06-10 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[user10086's solution](#)

606.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[user10086's solution](#)

607.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[user10086's solution](#)

608.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[user10086's solution](#)

609.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[user10086's solution](#)

610.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[user10086's solution](#)

611.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[user10086's solution](#)

612.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[user10086's solution](#)

613.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[user10086's solution](#)

614.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[user10086's solution](#)

615.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs
[user10086's solution](#)

616.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2024-06-06 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[user10086's solution](#)

617.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-04-13 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[user10086's solution](#)

618.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive
[user10086's solution](#)

619.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[user10086's solution](#)

620.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[user10086's solution](#)

621.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[user10086's solution](#)

622.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices
[user10086's solution](#)

623.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[user10086's solution](#)

624.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[user10086's solution](#)

625.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[user10086's solution](#)

626.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[user10086's solution](#)

627.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[user10086's solution](#)

628.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[user10086's solution](#)

629.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings
[user10086's solution](#)

630.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry
[user10086's solution](#)

631.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[user10086's solution](#)

632.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities
[user10086's solution](#)

633.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[user10086's solution](#)

634.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[user10086's solution](#)

635.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[user10086's solution](#)

636.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-04-11 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[user10086's solution](#)

637.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[user10086's solution](#)

638.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[user10086's solution](#)

639.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[user10086's solution](#)

640.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[user10086's solution](#)

641.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[user10086's solution](#)

642.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[user10086's solution](#)

643.

1545F

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

Quality: 130 global accepts · Rating: 3500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp
[user10086's solution](#)

644.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers
[user10086's solution](#)

645.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[user10086's solution](#)

646.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

647.

105891F

[LOCK S](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

648.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

649.

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

650.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

651.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

652.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-08 · PHP (first AC) · Tags: *special, binary search, brute force
[user10086's solution](#)

653.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[user10086's solution](#)

654.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-08 · PHP (first AC) · Tags: *special, geometry
[user10086's solution](#)

655.

2095B

[Plinko · Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-08 · PHP (first AC) · Tags: *special, games, interactive
[user10086's solution](#)

656.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-08 · PHP (first AC) · Tags: *special, string suffix structures
[user10086's solution](#)

657.

102331F

[Fast Spanning Tree · Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[user10086's solution](#)

658.

103687K

[Dynamic Reachability · Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[user10086's solution](#)

659.

104821H

[Puzzle: Question Mark · Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[user10086's solution](#)

660.

1812J

[Unmysterious Language · Tutorial](#)

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