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Unique solved — waauto

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

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1.

2180B

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2.

2180A

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3.

2149B

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4.

2149A

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5.

2148B

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6.

2148A

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7.

2136A

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8.

2134A

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9.

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10.

2112A

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11.

2123B

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2123A

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13.

1994A

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15.

1482A

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16.

59A

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17.

245A

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490A

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1374A

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1162A

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1919B

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25.

1916A

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26.

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27.

1917A

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1909A

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29.

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30.

1914A

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31.

1913A

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32.

1905A

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1912L

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1902A

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35.

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36.

1901A

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37.

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38.

1870A

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1823A

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1099A

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1790B
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1843C
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1846B
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1846A
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54.

1873B

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56.

1873A

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57.

1881A

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58.

1882A

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59.

1862A

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60.

1862B

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1872A

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62.

1878B

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1820A

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65.

1747A

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66.

1734B

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1734A

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68.

2149C

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69.

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71.

989A

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74.

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75.

1872B

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Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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76.

1878C

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77.

1808A

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78.

1747B

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79.

2148D

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[waauto's solution](#)

80.

2123C

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Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

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81.

1987B

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Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[waauto's solution](#)

82.

1266B

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83.

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84.

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85.

1913B

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86.

766A

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87.

859B

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88.

1894B

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89.

1883C

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90.

1790C

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Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
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91.

2112B

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92.

1994B

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Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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93.

712B

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[waauto's solution](#)

94.

1917B

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95.

1914C

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96.

1905B

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97.

1902B

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98.

1901B

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99.

955A

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Quality: 7,024 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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100.

1884B

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101.

1873E

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102.

1862C

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103.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waauto's solution](#)

104.

1820B

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

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers
[waauto's solution](#)

105.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[waauto's solution](#)

106.

2135A

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

Quality: 18,339 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[waauto's solution](#)

107.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[wauto's solution](#)

108.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[wauto's solution](#)

109.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[wauto's solution](#)

110.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wauto's solution](#)

111.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[wauto's solution](#)

112.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[wauto's solution](#)

113.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[wauto's solution](#)

114.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[wauto's solution](#)

115.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wauto's solution](#)

116.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[wauto's solution](#)

117.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,564 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[waauto's solution](#)

118.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[waauto's solution](#)

119.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[waauto's solution](#)

120.

1846C

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

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[waauto's solution](#)

121.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[waauto's solution](#)

122.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[waauto's solution](#)

123.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[waauto's solution](#)

124.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[waauto's solution](#)

125.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[waauto's solution](#)

126.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[waauto's solution](#)

127.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[waauto's solution](#)

128.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[waauto's solution](#)

129.

2129A

[Double Perspective · Tutorial](#)

Quality: 16,642 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[waauto's solution](#)

130.

2112C

[Coloring Game · Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[waauto's solution](#)

131.

828B

[Black Square · Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[waauto's solution](#)

132.

1915E

[Romantic Glasses · Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[waauto's solution](#)

133.

1913C

[Game with Multiset · Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[waauto's solution](#)

134.

1902C

[Insert and Equalize · Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[waauto's solution](#)

135.

1846E1

[Rudolf and Snowflakes \(simple version\) · Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[waauto's solution](#)

136.

1873F

[Money Trees · Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[waauto's solution](#)

137.

1881D

[Divide and Equalize · Tutorial](#)

Quality: 28,430 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waauto's solution](#)

138.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[waauto's solution](#)

139.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[waauto's solution](#)

140.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[waauto's solution](#)

141.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[waauto's solution](#)

142.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[waauto's solution](#)

143.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[waauto's solution](#)

144.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[waauto's solution](#)

145.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[waauto's solution](#)

146.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[waauto's solution](#)

147.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[waauto's solution](#)

148.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[waauto's solution](#)

149.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[waauto's solution](#)

150.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[waauto's solution](#)

151.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[waauto's solution](#)

152.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[waauto's solution](#)

153.

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[waauto's solution](#)

154.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[waauto's solution](#)

155.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-10-10 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[waauto's solution](#)

156.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[waauto's solution](#)

157.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[waauto's solution](#)

158.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[waauto's solution](#)

159.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[waauto's solution](#)

160.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[waauto's solution](#)

161.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waauto's solution](#)

162.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[waauto's solution](#)

163.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[waauto's solution](#)

164.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[waauto's solution](#)

165.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[waauto's solution](#)

166.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[waauto's solution](#)

167.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[waauto's solution](#)

168.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[wauto's solution](#)

169.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[wauto's solution](#)

170.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[wauto's solution](#)

171.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[wauto's solution](#)

172.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[wauto's solution](#)

173.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[wauto's solution](#)

174.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wauto's solution](#)

175.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[wauto's solution](#)

176.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,342 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[wauto's solution](#)

177.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[wauto's solution](#)

178.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[wauto's solution](#)

179.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[wauto's solution](#)

180.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[wauto's solution](#)

181.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[wauto's solution](#)

182.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[wauto's solution](#)

183.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wauto's solution](#)

184.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[wauto's solution](#)

185.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[wauto's solution](#)

186.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[wauto's solution](#)

187.

2127D

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

Quality: 6,187 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[wauto's solution](#)

188.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[wauto's solution](#)

189.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[wauto's solution](#)

190.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[wauto's solution](#)

191.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[wauto's solution](#)

192.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[wauto's solution](#)

193.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[wauto's solution](#)

194.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-10-10 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[wauto's solution](#)

195.

1862F

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

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[wauto's solution](#)

196.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[wauto's solution](#)

197.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[wauto's solution](#)

198.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[wauto's solution](#)

199.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[wauto's solution](#)

200.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[wauto's solution](#)

201.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[wauto's solution](#)

202.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wauto's solution](#)

203.

1994D

[Funny Game](#) · [Tutorial](#)

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

[wauto's solution](#)

204.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[wauto's solution](#)

205.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[wauto's solution](#)

206.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wauto's solution](#)

207.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[waauto's solution](#)

208.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[waauto's solution](#)

209.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[waauto's solution](#)

210.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[waauto's solution](#)

211.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[waauto's solution](#)

212.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[waauto's solution](#)

213.

1846G

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

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-10-16 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[waauto's solution](#)

214.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[waauto's solution](#)

215.

294C

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

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[waauto's solution](#)

216.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[waauto's solution](#)

217.

1878F

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

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-10-10 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[waauto's solution](#)

218.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1900 · first AC: 2023-08-23 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waauto's solution](#)

219.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[waauto's solution](#)

220.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,888 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[waauto's solution](#)

221.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[waauto's solution](#)

222.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[waauto's solution](#)

223.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[waauto's solution](#)

224.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[waauto's solution](#)

225.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[waauto's solution](#)

226.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waauto's solution](#)

227.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[waauto's solution](#)

228.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[waauto's solution](#)

229.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[waauto's solution](#)

230.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-10-11 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[waauto's solution](#)

231.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[waauto's solution](#)

232.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-10 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[waauto's solution](#)

233.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[waauto's solution](#)

234.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[waauto's solution](#)

235.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[waauto's solution](#)

236.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waauto's solution](#)

237.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[wauto's solution](#)

238.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[wauto's solution](#)

239.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[wauto's solution](#)

240.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[wauto's solution](#)

241.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[wauto's solution](#)

242.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[wauto's solution](#)

243.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[wauto's solution](#)

244.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[wauto's solution](#)

245.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[wauto's solution](#)

246.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
[wauto's solution](#)

247.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[waauto's solution](#)

248.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[waauto's solution](#)

249.

1790F

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

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[waauto's solution](#)

250.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[waauto's solution](#)

251.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[waauto's solution](#)

252.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-19 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[waauto's solution](#)

253.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[waauto's solution](#)

254.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[waauto's solution](#)

255.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[waauto's solution](#)

256.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dp, implementation, shortest paths, two pointers

[waauto's solution](#)

257.

1840G1

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

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[waauto's solution](#)

258.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[waauto's solution](#)

259.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[waauto's solution](#)

260.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[waauto's solution](#)

261.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[waauto's solution](#)

262.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waauto's solution](#)

263.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[waauto's solution](#)

264.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[waauto's solution](#)

265.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[waauto's solution](#)

266.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[wauto's solution](#)

267.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[wauto's solution](#)

268.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[wauto's solution](#)

269.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[wauto's solution](#)

270.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[wauto's solution](#)

271.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-10-17 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[wauto's solution](#)

272.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[wauto's solution](#)

273.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[wauto's solution](#)

274.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-10-10 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[wauto's solution](#)

275.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[wauto's solution](#)

276.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[wauto's solution](#)

277.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[wauto's solution](#)

278.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wauto's solution](#)

279.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[wauto's solution](#)

280.

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[wauto's solution](#)

281.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[wauto's solution](#)

282.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wauto's solution](#)

283.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[wauto's solution](#)

284.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wauto's solution](#)

285.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wauto's solution](#)

286.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[waauto's solution](#)

287.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search
[waauto's solution](#)

288.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[waauto's solution](#)

289.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[waauto's solution](#)

290.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[waauto's solution](#)

291.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[waauto's solution](#)

292.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[waauto's solution](#)

293.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
[waauto's solution](#)

294.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[waauto's solution](#)

295.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[waauto's solution](#)

296.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[wauto's solution](#)

297.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[wauto's solution](#)

298.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[wauto's solution](#)

299.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-10-11 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[wauto's solution](#)

300.

2175E2

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

Rating: 2500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[wauto's solution](#)

301.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[wauto's solution](#)

302.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[wauto's solution](#)

303.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[wauto's solution](#)

304.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[wauto's solution](#)

305.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[wauto's solution](#)

306.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[wauto's solution](#)

307.

1840G2

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

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[wauto's solution](#)

308.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[wauto's solution](#)

309.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[wauto's solution](#)

310.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wauto's solution](#)

311.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[wauto's solution](#)

312.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[wauto's solution](#)

313.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[wauto's solution](#)

314.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[wauto's solution](#)

315.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[wauto's solution](#)

316.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[waauto's solution](#)

317.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[waauto's solution](#)

318.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[waauto's solution](#)

319.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[waauto's solution](#)

320.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[waauto's solution](#)

321.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[waauto's solution](#)

322.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waauto's solution](#)

323.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[waauto's solution](#)

324.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[waauto's solution](#)

325.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[waauto's solution](#)

326.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[wauto's solution](#)

327.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[wauto's solution](#)

328.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[wauto's solution](#)

329.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[wauto's solution](#)

330.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[wauto's solution](#)

331.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-12-14 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[wauto's solution](#)

332.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[wauto's solution](#)

333.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[wauto's solution](#)

334.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[wauto's solution](#)

335.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[wauto's solution](#)

336.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

[wauto's solution](#)

337.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[wauto's solution](#)

338.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[wauto's solution](#)

339.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[wauto's solution](#)

340.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[wauto's solution](#)

341.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[wauto's solution](#)

342.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[wauto's solution](#)

343.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[wauto's solution](#)

344.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[wauto's solution](#)

345.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[wauto's solution](#)

346.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-07-17 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[wauto's solution](#)

347.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[waauto's solution](#)

348.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers
[waauto's solution](#)

349.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[waauto's solution](#)

350.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[waauto's solution](#)

351.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[waauto's solution](#)

352.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings
[waauto's solution](#)

353.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[waauto's solution](#)

354.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation
[waauto's solution](#)

355.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry
[waauto's solution](#)

356.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[waauto's solution](#)

357.

2135E1

[Beyond the Palindrome \(Easy Version\) · Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[wauto's solution](#)

358.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory
[wauto's solution](#)

359.

1528F

[AmShZ Farm · Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[wauto's solution](#)

360.

2175F

[Secret Message · Tutorial](#)

Rating: 3400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees
[wauto's solution](#)

361.

2165F

[Arctic Acquisition · Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[wauto's solution](#)

362.

2135E2

[Beyond the Palindrome \(Hard Version\) · Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[wauto's solution](#)

363.

1975I

[Mind Bloom · Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp
[wauto's solution](#)

364.

104023D

[Sternhalma · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wauto's solution](#)

365.

104023I

[Dragon Bloodline · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wauto's solution](#)

366.

104023J

[Eat, Sleep, Repeat · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wauto's solution](#)

367.

104023C

[Grass · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[waauto's solution](#)

368.

104023G

[Grade 2 · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[waauto's solution](#)

369.

104023E

[Python Will be Faster than C++ · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[waauto's solution](#)

370.

104023A

[Dunai · Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[waauto's solution](#)

371.

104090M

[Please Save Pigeland · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waauto's solution](#)

372.

104090I

[Guess Cycle Length · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waauto's solution](#)

373.

104090G

[Subgraph Isomorphism · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waauto's solution](#)

374.

104090C

[No Bug No Game · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[waauto's solution](#)

375.

104090K

[Master of Both · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waauto's solution](#)

376.

104090A

[Modulo Ruins the Legend · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waauto's solution](#)

377.

104090D

[Money Game · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waauto's solution](#)

378.

104090F

[Da Mi Lao Shi Ai Kan De · Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

379.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

380.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

381.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

382.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

383.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

384.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

385.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

386.

104128I

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

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

387.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

388.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

389.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

390.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

391.

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

392.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

393.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[wauto's solution](#)

394.

105486A

[Arrow a Row](#) · [Tutorial](#)

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