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Unique solved — while ezez

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1.

2183A

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2.

2178A

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3.

2180B

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2180A

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2157A

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6.

2163A

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7.

2164A

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8.

2161A

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9.

2152A

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10.

2147A

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11.

2127A

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12.

2128A

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13.

2122A

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Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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1942A

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15.

2096A

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16.

2084A

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17.

2075A

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18.

2078A

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19.

2035A

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20.

1998A

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21.

2053A

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22.

2059A

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23.

2062A

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24.

2063A

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25.

2049A

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26.

2038J

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27.

2038N

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28.

1866A

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29.

1919B

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30.

1919A

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31.

1916A

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32.

1903A

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33.

1896A

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34.

1779A

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35.

1842A

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36.

1804A

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37.

1834A

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38.

1825A

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39.

1821A

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40.

1797A

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41.

1814A

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42.

1802A

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43.

1768A

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44.

1102A

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45.

378A

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46.

141A

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47.

1608A

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48.

2178B

[Impost or Sus](#) · [Tutorial](#)

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49.

2157B

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50.

2035B

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51.

1951A

[Dual Trigger](#) · [Tutorial](#)

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52.

1896B

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53.

1768B

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54.

2164B

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55.

2147B

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56.

1998B

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57.

1916B

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[while_ezez's solution](#)

58.

1834B

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59.

1825B

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60.

1802B

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61.

143A

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62.

2183B

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63.

2138A

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64.

2128B

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65.

2122B

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66.

1942B

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67.

2096B

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68.

2084B

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69.

2078B

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[while_ezez's solution](#)

70.

2063B

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71.

1575A

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72.

1842B

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[while_ezez's solution](#)

73.

1797B

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74.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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75.

2178C

[First or Second](#) · [Tutorial](#)

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76.

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
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77.

2161C

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78.

2135A

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[while_ezez's solution](#)

79.

2128C

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80.

2053B

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[while_ezez's solution](#)

81.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
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82.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[while_ezez's solution](#)

83.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[while_ezez's solution](#)

84.

1834C

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85.

482A

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

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[while_ezez's solution](#)

86.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[while_ezez's solution](#)

87.

1097B

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Quality: 35,956 global accepts · Rating: 1200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[while_ezez's solution](#)

88.

2165A

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Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[while_ezez's solution](#)

89.

2152B

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Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[while_ezez's solution](#)

90.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[while_ezez's solution](#)

91.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[while_ezez's solution](#)

92.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[while_ezez's solution](#)

93.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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94.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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95.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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96.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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97.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
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98.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
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99.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[while_ezez's solution](#)

100.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[while_ezez's solution](#)

101.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[while_ezez's solution](#)

102.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[while_ezez's solution](#)

103.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[while_ezez's solution](#)

104.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[while_ezez's solution](#)

105.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[while_ezez's solution](#)

106.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[while_ezez's solution](#)

107.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[while_ezez's solution](#)

108.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[while_ezez's solution](#)

109.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[while_ezez's solution](#)

110.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[while_ezez's solution](#)

111.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
[while_ezez's solution](#)

112.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[while_ezez's solution](#)

113.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[while_ezez's solution](#)

114.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[while_ezez's solution](#)

115.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[while_ezez's solution](#)

116.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[while_ezez's solution](#)

117.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[while_ezez's solution](#)

118.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[while_ezez's solution](#)

119.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[while_ezez's solution](#)

120.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[while_ezez's solution](#)

121.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[while_ezez's solution](#)

122.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[while_ezez's solution](#)

123.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[while_ezez's solution](#)

124.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[while_ezez's solution](#)

125.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[while_ezez's solution](#)

126.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[while_ezez's solution](#)

127.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[while_ezez's solution](#)

128.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[while_ezez's solution](#)

129.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[while_ezez's solution](#)

130.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[while_ezez's solution](#)

131.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[while_ezez's solution](#)

132.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[while_ezez's solution](#)

133.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[while_ezez's solution](#)

134.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[while_ezez's solution](#)

135.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[while_ezez's solution](#)

136.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[while_ezez's solution](#)

137.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[while_ezez's solution](#)

138.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[while_ezez's solution](#)

139.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[while_ezez's solution](#)

140.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[while_ezez's solution](#)

141.

2084D

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

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

[while_ezez's solution](#)

142.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[while_ezez's solution](#)

143.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[while_ezez's solution](#)

144.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[while_ezez's solution](#)

145.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[while_ezez's solution](#)

146.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[while_ezez's solution](#)

147.

1802C

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

Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[while_ezez's solution](#)

148.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[while_ezez's solution](#)

149.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[while_ezez's solution](#)

150.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[while_ezez's solution](#)

151.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[while_ezez's solution](#)

152.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[while_ezez's solution](#)

153.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[while_ezez's solution](#)

154.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[while_ezez's solution](#)

155.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[while_ezez's solution](#)

156.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[while_ezez's solution](#)

157.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[while_ezez's solution](#)

158.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[while_ezez's solution](#)

159.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[while_ezez's solution](#)

160.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[while_ezez's solution](#)

161.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[while_ezez's solution](#)

162.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[while_ezez's solution](#)

163.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[while_ezez's solution](#)

164.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[while_ezez's solution](#)

165.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[while_ezez's solution](#)

166.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[while_ezez's solution](#)

167.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[while_ezez's solution](#)

168.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

169.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[while_ezez's solution](#)

170.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

171.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[while_ezez's solution](#)

172.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[while_ezez's solution](#)

173.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[while_ezez's solution](#)

174.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[while_ezez's solution](#)

175.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[while_ezez's solution](#)

176.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[while_ezez's solution](#)

177.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[while_ezez's solution](#)

178.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,426 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[while_ezez's solution](#)

179.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[while_ezez's solution](#)

180.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[while_ezez's solution](#)

181.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[while_ezez's solution](#)

182.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[while_ezez's solution](#)

183.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[while_ezez's solution](#)

184.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp
[while_ezez's solution](#)

185.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[while_ezez's solution](#)

186.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[while_ezez's solution](#)

187.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[while_ezez's solution](#)

188.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[while_ezez's solution](#)

189.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[while_ezez's solution](#)

190.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[while_ezez's solution](#)

191.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[while_ezez's solution](#)

192.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[while_ezez's solution](#)

193.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[while_ezez's solution](#)

194.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[while_ezez's solution](#)

195.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[while_ezez's solution](#)

196.

143D

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2018B

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19B

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225.

2135C

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226.

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629D

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1244C

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461B

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2183E

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2127E

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165D

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271.

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489F

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275.

215E

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276.

208E

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277.

1409F

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278.

431D

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279.

486D

[Valid Sets](#) · [Tutorial](#)

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1025D

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281.

1312E

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282.

793D

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283.

2178F

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Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

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284.

2101C

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285.

115C

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Quality: 677 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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286.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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287.

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288.

908D

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Quality: 2,607 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[while_ezez's solution](#)

289.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[while_ezez's solution](#)

290.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[while_ezez's solution](#)

291.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[while_ezez's solution](#)

292.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[while_ezez's solution](#)

293.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[while_ezez's solution](#)

294.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[while_ezez's solution](#)

295.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-04-26 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[while_ezez's solution](#)

296.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

297.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[while_ezez's solution](#)

298.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[while_ezez's solution](#)

299.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[while_ezez's solution](#)

300.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[while_ezez's solution](#)

301.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[while_ezez's solution](#)

302.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[while_ezez's solution](#)

303.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[while_ezez's solution](#)

304.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[while_ezez's solution](#)

305.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[while_ezez's solution](#)

306.

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[while_ezez's solution](#)

307.

86D

[Powerful array · Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[while_ezez's solution](#)

308.

570D

[Tree Requests · Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[while_ezez's solution](#)

309.

486E

[LIS of Sequence · Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[while_ezez's solution](#)

310.

1468A

[LaIS · Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[while_ezez's solution](#)

311.

1650F

[Vitaly and Advanced Useless Algorithms · Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[while_ezez's solution](#)

312.

2180E

[No Effect XOR · Tutorial](#)

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

[while_ezez's solution](#)

313.

2164E

[Journey · Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[while_ezez's solution](#)

314.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[while_ezez's solution](#)

315.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[while_ezez's solution](#)

316.

2097B

[Baggage Claim](#) · [Tutorial](#)

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

317.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[while_ezez's solution](#)

318.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[while_ezez's solution](#)

319.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[while_ezez's solution](#)

320.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[while_ezez's solution](#)

321.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[while_ezez's solution](#)

322.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[while_ezez's solution](#)

323.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[while_ezez's solution](#)

324.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[while_ezez's solution](#)

325.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-01-03 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[while_ezez's solution](#)

326.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[while_ezez's solution](#)

327.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[while_ezez's solution](#)

328.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[while_ezez's solution](#)

329.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[while_ezez's solution](#)

330.

718C

[Sasha and Array](#) · [Tutorial](#)

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

[while_ezez's solution](#)

331.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[while_ezez's solution](#)

332.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[while_ezez's solution](#)

333.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[while_ezez's solution](#)

334.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[while_ezez's solution](#)

335.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[while_ezez's solution](#)

336.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[while_ezez's solution](#)

337.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[while_ezez's solution](#)

338.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-04-15 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[while_ezez's solution](#)

339.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[while_ezez's solution](#)

340.

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

341.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[while_ezez's solution](#)

342.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[while_ezez's solution](#)

343.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, math

[while_ezez's solution](#)

344.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[while_ezez's solution](#)

345.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[while_ezez's solution](#)

346.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[while_ezez's solution](#)

347.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2022-07-12 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[while_ezez's solution](#)

348.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[while_ezez's solution](#)

349.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[while_ezez's solution](#)

350.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[while_ezez's solution](#)

351.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[while_ezez's solution](#)

352.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-07-20 · last AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[while_ezez's solution](#)

353.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

implementation, trees

[while_ezez's solution](#)

354.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[while_ezez's solution](#)

355.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[while_ezez's solution](#)

356.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[while_ezez's solution](#)

357.

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[while_ezez's solution](#)

358.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

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

[while_ezez's solution](#)

359.

2096E

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

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

[while_ezez's solution](#)

360.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[while_ezez's solution](#)

361.

2084E

[Blossom](#) · [Tutorial](#)

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

[while_ezez's solution](#)

362.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[while_ezez's solution](#)

363.

2038D

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

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

[while_ezez's solution](#)

364.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[while_ezez's solution](#)

365.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[while_ezez's solution](#)

366.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[while_ezez's solution](#)

367.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[while_ezez's solution](#)

368.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[while_ezez's solution](#)

369.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[while_ezez's solution](#)

370.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[while_ezez's solution](#)

371.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[while_ezez's solution](#)

372.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[while_ezez's solution](#)

373.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[while_ezez's solution](#)

374.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[while_ezez's solution](#)

375.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[while_ezez's solution](#)

376.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-02-11 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[while_ezez's solution](#)

377.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: flows

[while_ezez's solution](#)

378.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[while_ezez's solution](#)

379.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[while_ezez's solution](#)

380.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[while_ezez's solution](#)

381.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[while_ezez's solution](#)

382.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[while_ezez's solution](#)

383.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[while_ezez's solution](#)

384.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[while_ezez's solution](#)

385.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[while_ezez's solution](#)

386.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[while_ezez's solution](#)

387.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[while_ezez's solution](#)

388.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[while_ezez's solution](#)

389.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[while_ezez's solution](#)

390.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[while_ezez's solution](#)

391.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[while_ezez's solution](#)

392.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[while_ezez's solution](#)

393.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[while_ezez's solution](#)

394.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[while_ezez's solution](#)

395.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings
[while_ezez's solution](#)

396.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[while_ezez's solution](#)

397.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[while_ezez's solution](#)

398.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[while_ezez's solution](#)

399.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[while_ezez's solution](#)

400.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[while_ezez's solution](#)

401.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2025-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings
[while_ezez's solution](#)

402.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[while_ezez's solution](#)

403.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[while_ezez's solution](#)

404.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math
[while_ezez's solution](#)

405.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[while_ezez's solution](#)

406.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[while_ezez's solution](#)

407.

1725K

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[while_ezez's solution](#)

408.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[while_ezez's solution](#)

409.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[while_ezez's solution](#)

410.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings
[while_ezez's solution](#)

411.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp
[while_ezez's solution](#)

412.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer
[while_ezez's solution](#)

413.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft
[while_ezez's solution](#)

414.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[while_ezez's solution](#)

415.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[while_ezez's solution](#)

416.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[while_ezez's solution](#)

417.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[while_ezez's solution](#)

418.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[while_ezez's solution](#)

419.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[while_ezez's solution](#)

420.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[while_ezez's solution](#)

421.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[while_ezez's solution](#)

422.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[while_ezez's solution](#)

423.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[while_ezez's solution](#)

424.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[while_ezez's solution](#)

425.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[while_ezez's solution](#)

426.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[while_ezez's solution](#)

427.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[while_ezez's solution](#)

428.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[while_ezez's solution](#)

429.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[while_ezez's solution](#)

430.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[while_ezez's solution](#)

431.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[while_ezez's solution](#)

432.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[while_ezez's solution](#)

433.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,172 global accepts · Rating: 2500 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[while_ezez's solution](#)

434.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[while_ezez's solution](#)

435.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[while_ezez's solution](#)

436.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[while_ezez's solution](#)

437.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[while_ezez's solution](#)

438.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[while_ezez's solution](#)

439.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[while_ezez's solution](#)

440.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[while_ezez's solution](#)

441.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[while_ezez's solution](#)

442.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[while_ezez's solution](#)

443.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[while_ezez's solution](#)

444.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
[while_ezez's solution](#)

445.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

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

446.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[while_ezez's solution](#)

447.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings
[while_ezez's solution](#)

448.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[while_ezez's solution](#)

449.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search
[while_ezez's solution](#)

450.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[while_ezez's solution](#)

451.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[while_ezez's solution](#)

452.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[while_ezez's solution](#)

453.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[while_ezez's solution](#)

454.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[while_ezez's solution](#)

455.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[while_ezez's solution](#)

456.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[while_ezez's solution](#)

457.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[while_ezez's solution](#)

458.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[while_ezez's solution](#)

459.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[while_ezez's solution](#)

460.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[while_ezez's solution](#)

461.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[while_ezez's solution](#)

462.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[while_ezez's solution](#)

463.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-07-28 · last AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[while_ezez's solution](#)

464.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[while_ezez's solution](#)

465.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

466.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[while_ezez's solution](#)

467.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[while_ezez's solution](#)

468.

2056F1

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

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[while_ezez's solution](#)

469.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[while_ezez's solution](#)

470.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[while_ezez's solution](#)

471.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[while_ezez's solution](#)

472.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[while_ezez's solution](#)

473.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[while_ezez's solution](#)

474.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[while_ezez's solution](#)

475.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[while_ezez's solution](#)

476.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[while_ezez's solution](#)

477.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[while_ezez's solution](#)

478.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[while_ezez's solution](#)

479.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[while_ezez's solution](#)

480.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[while_ezez's solution](#)

481.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[while_ezez's solution](#)

482.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[while_ezez's solution](#)

483.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[while_ezez's solution](#)

484.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[while_ezez's solution](#)

485.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[while_ezez's solution](#)

486.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[while_ezez's solution](#)

487.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[while_ezez's solution](#)

488.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[while_ezez's solution](#)

489.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[while_ezez's solution](#)

490.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[while_ezez's solution](#)

491.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities

[while_ezez's solution](#)

492.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[while_ezez's solution](#)

493.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[while_ezez's solution](#)

494.

774G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2700 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory
[while_ezez's solution](#)

495.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[while_ezez's solution](#)

496.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, trees
[while_ezez's solution](#)

497.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[while_ezez's solution](#)

498.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[while_ezez's solution](#)

499.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
[while_ezez's solution](#)

500.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
[while_ezez's solution](#)

501.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[while_ezez's solution](#)

502.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees
[while_ezez's solution](#)

503.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[while_ezez's solution](#)

504.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[while_ezez's solution](#)

505.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[while_ezez's solution](#)

506.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

507.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[while_ezez's solution](#)

508.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[while_ezez's solution](#)

509.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[while_ezez's solution](#)

510.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[while_ezez's solution](#)

511.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[while_ezez's solution](#)

512.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-07-12 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[while_ezez's solution](#)

513.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[while_ezez's solution](#)

514.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[while_ezez's solution](#)

515.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[while_ezez's solution](#)

516.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[while_ezez's solution](#)

517.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[while_ezez's solution](#)

518.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[while_ezez's solution](#)

519.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[while_ezez's solution](#)

520.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[while_ezez's solution](#)

521.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[while_ezez's solution](#)

522.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[while_ezez's solution](#)

523.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[while_ezez's solution](#)

524.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[while_ezez's solution](#)

525.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[while_ezez's solution](#)

526.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[while_ezez's solution](#)

527.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[while_ezez's solution](#)

528.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices

[while_ezez's solution](#)

529.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[while_ezez's solution](#)

530.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[while_ezez's solution](#)

531.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[while_ezez's solution](#)

532.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[while_ezez's solution](#)

533.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[while_ezez's solution](#)

534.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[while_ezez's solution](#)

535.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[while_ezez's solution](#)

536.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[while_ezez's solution](#)

537.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[while_ezez's solution](#)

538.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[while_ezez's solution](#)

539.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[while_ezez's solution](#)

540.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[while_ezez's solution](#)

541.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[while_ezez's solution](#)

542.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[while_ezez's solution](#)

543.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[while_ezez's solution](#)

544.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: flows

[while_ezez's solution](#)

545.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[while_ezez's solution](#)

546.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[while_ezez's solution](#)

547.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

548.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[while_ezez's solution](#)

549.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[while_ezez's solution](#)

550.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[while_ezez's solution](#)

551.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[while_ezez's solution](#)

552.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[while_ezez's solution](#)

553.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[while_ezez's solution](#)

554.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[while_ezez's solution](#)

555.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[while_ezez's solution](#)

556.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[while_ezez's solution](#)

557.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[while_ezez's solution](#)

558.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[while_ezez's solution](#)

559.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings
[while_ezez's solution](#)

560.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities
[while_ezez's solution](#)

561.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[while_ezez's solution](#)

562.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[while_ezez's solution](#)

563.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[while_ezez's solution](#)

564.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[while_ezez's solution](#)

565.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, trees
[while_ezez's solution](#)

566.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[while_ezez's solution](#)

567.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[while_ezez's solution](#)

568.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: strings

[while_ezez's solution](#)

569.

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[while_ezez's solution](#)

570.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[while_ezez's solution](#)

571.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

572.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[while_ezez's solution](#)

573.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[while_ezez's solution](#)

574.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[while_ezez's solution](#)

575.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[while_ezez's solution](#)

576.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[while_ezez's solution](#)

577.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[while_ezez's solution](#)

578.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[while_ezez's solution](#)

579.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[while_ezez's solution](#)

580.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory
[while_ezez's solution](#)

581.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[while_ezez's solution](#)

582.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[while_ezez's solution](#)

583.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[while_ezez's solution](#)

584.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math
[while_ezez's solution](#)

585.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation
[while_ezez's solution](#)

586.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[while_ezez's solution](#)

587.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[while_ezez's solution](#)

588.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[while_ezez's solution](#)

589.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[while_ezez's solution](#)

590.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[while_ezez's solution](#)

591.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[while_ezez's solution](#)

592.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[while_ezez's solution](#)

593.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[while_ezez's solution](#)

594.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[while_ezez's solution](#)

595.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[while_ezez's solution](#)

596.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[while_ezez's solution](#)

597.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[while_ezez's solution](#)

598.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[while_ezez's solution](#)

599.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[while_ezez's solution](#)

600.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[while_ezez's solution](#)

601.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[while_ezez's solution](#)

602.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[while_ezez's solution](#)

603.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[while_ezez's solution](#)

604.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[while_ezez's solution](#)

605.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[while_ezez's solution](#)

606.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[while_ezez's solution](#)

607.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[while_ezez's solution](#)

608.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-04-07 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[while_ezez's solution](#)

609.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle
[while_ezez's solution](#)

610.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees
[while_ezez's solution](#)

611.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-01-02 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[while_ezez's solution](#)

612.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[while_ezez's solution](#)

613.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
[while_ezez's solution](#)

614.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[while_ezez's solution](#)

615.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive
[while_ezez's solution](#)

616.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[while_ezez's solution](#)

617.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[while_ezez's solution](#)

618.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[while_ezez's solution](#)

619.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[while_ezez's solution](#)

620.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[while_ezez's solution](#)

621.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[while_ezez's solution](#)

622.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[while_ezez's solution](#)

623.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[while_ezez's solution](#)

624.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[while_ezez's solution](#)

625.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory
[while_ezez's solution](#)

626.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games
[while_ezez's solution](#)

627.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[while_ezez's solution](#)

628.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[while_ezez's solution](#)

629.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[while_ezez's solution](#)

630.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[while_ezez's solution](#)

631.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[while_ezez's solution](#)

632.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[while_ezez's solution](#)

633.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[while_ezez's solution](#)

634.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[while_ezez's solution](#)

635.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[while_ezez's solution](#)

636.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[while_ezez's solution](#)

637.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[while_ezez's solution](#)

638.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[while_ezez's solution](#)

639.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[while_ezez's solution](#)

640.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[while_ezez's solution](#)

641.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[while_ezez's solution](#)

642.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[while_ezez's solution](#)

643.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[while_ezez's solution](#)

644.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[while_ezez's solution](#)

645.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[while_ezez's solution](#)

646.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[while_ezez's solution](#)

647.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[while_ezez's solution](#)

648.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[while_ezez's solution](#)

649.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[while_ezez's solution](#)

650.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[while_ezez's solution](#)

651.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[while_ezez's solution](#)

652.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[while_ezez's solution](#)

653.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[while_ezez's solution](#)

654.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[while_ezez's solution](#)

655.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

656.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[while_ezez's solution](#)

657.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[while_ezez's solution](#)

658.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[while_ezez's solution](#)

659.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[while_ezez's solution](#)

660.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[while_ezez's solution](#)

661.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[while_ezez's solution](#)

662.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[while_ezez's solution](#)

663.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[while_ezez's solution](#)

664.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[while_ezez's solution](#)

665.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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666.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[while_ezez's solution](#)

667.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[while_ezez's solution](#)

668.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[while_ezez's solution](#)

669.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[while_ezez's solution](#)

670.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[while_ezez's solution](#)

671.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[while_ezez's solution](#)

672.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[while_ezez's solution](#)

673.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[while_ezez's solution](#)

674.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[while_ezez's solution](#)

675.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[while_ezez's solution](#)

676.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[while_ezez's solution](#)

677.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[while_ezez's solution](#)

678.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[while_ezez's solution](#)

679.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[while_ezez's solution](#)

680.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[while_ezez's solution](#)

681.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[while_ezez's solution](#)

682.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[while_ezez's solution](#)

683.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[while_ezez's solution](#)

684.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[while_ezez's solution](#)

685.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[while_ezez's solution](#)

686.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[while_ezez's solution](#)

687.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[while_ezez's solution](#)

688.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[while_ezez's solution](#)

689.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[while_ezez's solution](#)

690.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math
[while_ezez's solution](#)

691.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
[while_ezez's solution](#)

692.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[while_ezez's solution](#)

693.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees
[while_ezez's solution](#)

694.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[while_ezez's solution](#)

695.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
[while_ezez's solution](#)

696.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive
[while_ezez's solution](#)

697.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[while_ezez's solution](#)

698.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: games

[while_ezez's solution](#)

699.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[while_ezez's solution](#)

700.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[while_ezez's solution](#)

701.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[while_ezez's solution](#)

702.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[while_ezez's solution](#)

703.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[while_ezez's solution](#)

704.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[while_ezez's solution](#)

705.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[while_ezez's solution](#)

706.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[while_ezez's solution](#)

707.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[while_ezez's solution](#)

708.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[while_ezez's solution](#)

709.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
[while_ezez's solution](#)

710.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[while_ezez's solution](#)

711.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory
[while_ezez's solution](#)

712.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing
[while_ezez's solution](#)

713.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy
[while_ezez's solution](#)

714.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[while_ezez's solution](#)

715.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[while_ezez's solution](#)

716.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[while_ezez's solution](#)

717.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[while_ezez's solution](#)

718.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, trees
[while_ezez's solution](#)

719.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures
[while_ezez's solution](#)

720.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[while_ezez's solution](#)

721.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[while_ezez's solution](#)

722.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers
[while_ezez's solution](#)

723.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[while_ezez's solution](#)

724.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[while_ezez's solution](#)

725.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[while_ezez's solution](#)

726.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[while_ezez's solution](#)

727.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[while_ezez's solution](#)

728.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[while_ezez's solution](#)

729.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[while_ezez's solution](#)

730.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[while_ezez's solution](#)

731.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[while_ezez's solution](#)

732.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[while_ezez's solution](#)

733.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[while_ezez's solution](#)

734.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[while_ezez's solution](#)

735.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-08-25 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[while_ezez's solution](#)

736.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[while_ezez's solution](#)

737.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[while_ezez's solution](#)

738.

102354B

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

Rating: — · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

739.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

740.

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

741.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

742.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[while_ezez's solution](#)

743.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[while_ezez's solution](#)

744.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[while_ezez's solution](#)

745.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[while_ezez's solution](#)

746.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[while_ezez's solution](#)

747.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[while_ezez's solution](#)

748.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[while_ezez's solution](#)

749.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[while_ezez's solution](#)

750.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[while_ezez's solution](#)