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Unique solved — wtcqwq

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

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Filters: none

Count: 591

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[wtcqwq's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[wtcqwq's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[wtcqwq's solution](#)

4.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[wtcqwq's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[wtcqwq's solution](#)

6.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[wtcqwq's solution](#)

7.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[wtcqwq's solution](#)

8.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
[wtcqwq's solution](#)

9.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[wtcqwq's solution](#)

10.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[wtcqwq's solution](#)

11.

2110A

[Fashionable Array](#) · [Tutorial](#)

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[wtcqwq's solution](#)

12.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[wtcqwq's solution](#)

13.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[wtcqwq's solution](#)

14.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,968 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
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15.

2111A

[Energy Crystals](#) · [Tutorial](#)

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[wtcqwq's solution](#)

16.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[wtcqwq's solution](#)

17.

2131B

[Alternating Series](#) · [Tutorial](#)

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[wtcqwq's solution](#)

18.

2131A

[Lever](#) · [Tutorial](#)

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[wtcqwq's solution](#)

19.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[wtcqwq's solution](#)

20.

2125A

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Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[wtcqwq's solution](#)

21.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[wtcqwq's solution](#)

22.

2084A

[Max and Mod](#) · [Tutorial](#)

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[wtcqwq's solution](#)

23.

2122A

[Greedy Grid](#) · [Tutorial](#)

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24.

2124A

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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[wtcqwq's solution](#)

25.

2119A

[Add or XOR](#) · [Tutorial](#)

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[wtcqwq's solution](#)

26.

2121B

[Above the Clouds](#) · [Tutorial](#)

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[wtcqwq's solution](#)

27.

2121A

[Letter Home](#) · [Tutorial](#)

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28.

2103A

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Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[wtcqwq's solution](#)

29.

2096A

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Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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- 30.**
2086A
[Cloudberry Jam](#) · [Tutorial](#)
Quality: 33,542 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[wtcqwg's solution](#)
- 31.**
2065A
[Skibidus and Amog'u](#) · [Tutorial](#)
Quality: 55,629 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[wtcqwg's solution](#)
- 32.**
2069A
[Was there an Array?](#) · [Tutorial](#)
Quality: 26,549 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[wtcqwg's solution](#)
- 33.**
2061A
[Kevin and Arithmetic](#) · [Tutorial](#)
Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[wtcqwg's solution](#)
- 34.**
2037B
[Intercepted Inputs](#) · [Tutorial](#)
Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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2037A
[Twice](#) · [Tutorial](#)
Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[wtcqwg's solution](#)
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2038J
[Waiting for...](#) · [Tutorial](#)
Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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2038N
[Fixing the Expression](#) · [Tutorial](#)
Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[wtcqwg's solution](#)
- 38.**
2031A
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Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
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2024A
[Profitable Interest Rate](#) · [Tutorial](#)
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[wtcqwg's solution](#)
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2021A
[Meaning Mean](#) · [Tutorial](#)
Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[wtcqwq's solution](#)

41.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

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42.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wtcqwq's solution](#)

43.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[wtcqwq's solution](#)

44.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[wtcqwq's solution](#)

45.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-08-06 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[wtcqwq's solution](#)

46.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[wtcqwq's solution](#)

47.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,320 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[wtcqwq's solution](#)

48.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[wtcqwq's solution](#)

49.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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50.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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51.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,735 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[wtcqwq's solution](#)

52.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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53.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
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54.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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55.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[wtcqwq's solution](#)

56.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[wtcqwq's solution](#)

57.

1925A

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Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
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58.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
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59.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
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60.

1916A

[2023](#) · [Tutorial](#)

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61.

1917A

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62.

1909A

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63.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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64.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,612 global accepts · Rating: 800 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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65.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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66.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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67.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[wtcqwq's solution](#)

68.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[wtcqwq's solution](#)

69.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[wtcqwq's solution](#)

70.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[wtcqwq's solution](#)

71.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,312 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[wtcqwq's solution](#)

72.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[wtcqwq's solution](#)

73.

1878A

[How Much Does Daytona Cost?](#) · Tutorial

Quality: 78,657 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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74.

1873D

[1D Eraser](#) · Tutorial

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[wtcqwq's solution](#)

75.

1873C

[Target Practice](#) · Tutorial

Quality: 69,987 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[wtcqwq's solution](#)

76.

1873B

[Good Kid](#) · Tutorial

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[wtcqwq's solution](#)

77.

1873A

[Short Sort](#) · Tutorial

Quality: 71,392 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[wtcqwq's solution](#)

78.

1879A

[Rigged!](#) · Tutorial

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[wtcqwq's solution](#)

79.

1870A

[MEXanized Array](#) · Tutorial

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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80.

1864A

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Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[wtcqwq's solution](#)

81.

1844A

[Subtraction Game](#) · Tutorial

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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82.

1847A

[The Man who became a God](#) · Tutorial

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[wtcqwq's solution](#)

83.

1845A

[Forbidden Integer](#) · Tutorial

Quality: 47,341 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[wtcqwq's solution](#)

84.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,433 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[wtcqwq's solution](#)

85.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[wtcqwq's solution](#)

86.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[wtcqwq's solution](#)

87.

1831A

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

Quality: 46,296 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wtcqwq's solution](#)

88.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,835 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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89.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,892 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wtcqwq's solution](#)

90.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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91.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

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92.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[wtcqwq's solution](#)

93.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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94.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

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95.

1789A

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

Quality: 32,962 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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96.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

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97.

1788A

[One and Two](#) · [Tutorial](#)

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98.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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99.

1783A

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

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[wtcqwq's solution](#)

100.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[wtcqwq's solution](#)

101.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[wtcqwq's solution](#)

102.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[wtcqwq's solution](#)

103.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[wtcqwq's solution](#)

104.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[wtcqwq's solution](#)

105.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[wtcqwq's solution](#)

106.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[wtcqwq's solution](#)

107.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[wtcqwq's solution](#)

108.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[wtcqwq's solution](#)

109.

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[wtcqwq's solution](#)

110.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[wtcqwq's solution](#)

111.

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[wtcqwq's solution](#)

112.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

113.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

114.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[wtcqwq's solution](#)

115.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[wtcqwq's solution](#)

116.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[wtcqwq's solution](#)

117.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[wtcqwq's solution](#)

118.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

119.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[wtcqwq's solution](#)

120.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,291 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[wtcqwq's solution](#)

121.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[wtcqwq's solution](#)

122.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[wtcqwq's solution](#)

123.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[wtcqwq's solution](#)

124.

1682A

[Palindromic Indices](#) · [Tutorial](#)

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wtcqwq's solution](#)

125.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[wtcqwq's solution](#)

126.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
[wtcqwq's solution](#)

127.

1688A

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

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[wtcqwq's solution](#)

128.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-09 · last AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[wtcqwq's solution](#)

129.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[wtcqwq's solution](#)

130.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[wtcqwq's solution](#)

131.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wtcqwq's solution](#)

132.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[wtcqwq's solution](#)

133.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[wtcqwq's solution](#)

134.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[wtcqwq's solution](#)

135.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[wtcqwq's solution](#)

136.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: strings
[wtcqwq's solution](#)

137.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[wtcqwq's solution](#)

138.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[wtcqwq's solution](#)

139.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[wtcqwq's solution](#)

140.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[wtcqwq's solution](#)

141.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,374 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[wtcqwq's solution](#)

142.

1875A

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

Quality: 46,993 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[wtcqwq's solution](#)

143.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math
[wtcqwq's solution](#)

144.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[wtcqwq's solution](#)

145.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[wtcqwq's solution](#)

146.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[wtcqwq's solution](#)

147.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,096 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[wtcqwq's solution](#)

148.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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149.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[wtcqwq's solution](#)

150.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[wtcqwq's solution](#)

151.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[wtcqwq's solution](#)

152.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[wtcqwq's solution](#)

153.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[wtcqwq's solution](#)

154.

1742C

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Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wtcqwq's solution](#)

155.

1709B

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Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
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156.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 900 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[wtcqwq's solution](#)

157.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[wtcqwq's solution](#)

158.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[wtcqwq's solution](#)

159.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[wtcqwq's solution](#)

160.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,912 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[wtcqwq's solution](#)

161.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[wtcqwq's solution](#)

162.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[wtcqwq's solution](#)

163.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[wtcqwq's solution](#)

164.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[wtcqwq's solution](#)

165.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[wtcqwq's solution](#)

166.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,520 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[wtcqwq's solution](#)

167.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[wtcqwq's solution](#)

168.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[wtcqwq's solution](#)

169.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[wtcqwq's solution](#)

170.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[wtcqwq's solution](#)

171.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[wtcqwq's solution](#)

172.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[wtcqwq's solution](#)

173.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

174.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

175.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wtcqwq's solution](#)

176.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[wtcqwq's solution](#)

177.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[wtcqwq's solution](#)

178.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[wtcqwq's solution](#)

179.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms

[wtcqwq's solution](#)

180.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

181.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[wtcqwq's solution](#)

182.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[wtcqwq's solution](#)

183.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[wtcqwq's solution](#)

184.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[wtcqwq's solution](#)

185.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[wtcqwq's solution](#)

186.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[wtcqwq's solution](#)

187.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[wtcqwq's solution](#)

188.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[wtcqwq's solution](#)

189.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[wtcqwq's solution](#)

190.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[wtcqwq's solution](#)

191.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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

192.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[wtcqwq's solution](#)

193.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings
[wtcqwq's solution](#)

194.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[wtcqwq's solution](#)

195.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[wtcqwq's solution](#)

196.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[wtcqwq's solution](#)

197.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[wtcqwq's solution](#)

198.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[wtcqwq's solution](#)

199.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[wtcqwq's solution](#)

200.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,352 global accepts · Rating: 1100 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[wtcqwq's solution](#)

201.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[wtcqwq's solution](#)

202.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[wtcqwq's solution](#)

203.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[wtcqwq's solution](#)

204.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wtcqwq's solution](#)

205.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,455 global accepts · Rating: 1100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[wtcqwq's solution](#)

206.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wtcqwq's solution](#)

207.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wtcqwq's solution](#)

208.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[wtcqwq's solution](#)

209.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,489 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[wtcqwq's solution](#)

210.

1797B

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

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[wtcqwq's solution](#)

211.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[wtcqwq's solution](#)

212.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[wtcqwq's solution](#)

213.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[wtcqwq's solution](#)

214.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[wtcqwq's solution](#)

215.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[wtcqwq's solution](#)

216.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[wtcqwq's solution](#)

217.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[wtcqwq's solution](#)

218.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[wtcqwq's solution](#)

219.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[wtcqwq's solution](#)

220.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[wtcqwq's solution](#)

221.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[wtcqwq's solution](#)

222.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[wtcqwq's solution](#)

223.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[wtcqwq's solution](#)

224.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[wtcqwq's solution](#)

225.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[wtcqwq's solution](#)

226.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[wtcqwq's solution](#)

227.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[wtcqwq's solution](#)

228.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[wtcqwq's solution](#)

229.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[wtcqwq's solution](#)

230.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[wtcqwq's solution](#)

231.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,894 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[wtcqwq's solution](#)

232.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[wtcqwq's solution](#)

233.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[wtcqwq's solution](#)

234.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[wtcqwq's solution](#)

235.

1909B

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

Quality: 30,958 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[wtcqwq's solution](#)

236.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,087 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[wtcqwq's solution](#)

237.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[wtcqwq's solution](#)

238.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[wtcqwq's solution](#)

239.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[wtcqwq's solution](#)

240.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[wtcqwq's solution](#)

241.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[wtcqwq's solution](#)

242.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,402 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[wtcqwq's solution](#)

243.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[wtcqwq's solution](#)

244.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[wtcqwq's solution](#)

245.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[wtcqwq's solution](#)

246.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[wtcqwq's solution](#)

247.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[wtcqwq's solution](#)

248.

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[wtcqwq's solution](#)

249.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,977 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[wtcqwq's solution](#)

250.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[wtcqwq's solution](#)

251.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[wtcqwq's solution](#)

252.

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

[wtcqwq's solution](#)

253.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[wtcqwq's solution](#)

254.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[wtcqwq's solution](#)

255.

2127B

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

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

[wtcqwq's solution](#)

256.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[wtcqwq's solution](#)

257.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[wtcqwq's solution](#)

258.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[wtcqwq's solution](#)

259.

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

[wtcqwq's solution](#)

260.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[wtcqwq's solution](#)

261.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,291 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[wtcqwq's solution](#)

262.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[wtcqwq's solution](#)

263.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wtcqwq's solution](#)

264.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[wtcqwq's solution](#)

265.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

266.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[wtcqwq's solution](#)

267.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[wtcqwq's solution](#)

268.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[wtcqwq's solution](#)

269.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[wtcqwq's solution](#)

270.

1879C

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

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[wtcqwq's solution](#)

271.

1870C

[Colorful Table](#) · [Tutorial](#)

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

[wtcqwq's solution](#)

272.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[wtcqwq's solution](#)

273.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[wtcqwq's solution](#)

274.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[wtcqwq's solution](#)

275.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[wtcqwq's solution](#)

276.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[wtcqwq's solution](#)

277.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[wtcqwq's solution](#)

278.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wtcqwq's solution](#)

279.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[wtcqwq's solution](#)

280.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[wtcqwq's solution](#)

281.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[wtcqwq's solution](#)

282.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[wtcqwq's solution](#)

283.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[wtcqwq's solution](#)

284.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[wtcqwq's solution](#)

285.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,118 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[wtcqwq's solution](#)

286.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[wtcqwq's solution](#)

287.

2084C

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

Quality: 11,711 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[wtcqwq's solution](#)

288.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[wtcqwq's solution](#)

289.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[wtcqwq's solution](#)

290.

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
[wtcqwq's solution](#)

291.

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
[wtcqwq's solution](#)

292.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[wtcqwq's solution](#)

293.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

294.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[wtcqwq's solution](#)

295.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[wtcqwq's solution](#)

296.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-09 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[wtcqwq's solution](#)

297.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[wtcqwq's solution](#)

298.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[wtcqwq's solution](#)

299.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[wtcqwq's solution](#)

300.

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[wtcqwq's solution](#)

301.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[wtcqwq's solution](#)

302.

1844D

[Row Major](#) · [Tutorial](#)

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

[wtcqwg's solution](#)

303.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[wtcqwg's solution](#)

304.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[wtcqwg's solution](#)

305.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[wtcqwg's solution](#)

306.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wtcqwg's solution](#)

307.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[wtcqwg's solution](#)

308.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[wtcqwg's solution](#)

309.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[wtcqwg's solution](#)

310.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[wtcqwg's solution](#)

311.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[wtcqwg's solution](#)

312.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[wtcqwq's solution](#)

313.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[wtcqwq's solution](#)

314.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[wtcqwq's solution](#)

315.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[wtcqwq's solution](#)

316.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[wtcqwq's solution](#)

317.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[wtcqwq's solution](#)

318.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[wtcqwq's solution](#)

319.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,742 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[wtcqwq's solution](#)

320.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[wtcqwq's solution](#)

321.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[wtcqwq's solution](#)

322.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[wtcqwq's solution](#)

323.

1996D

[Fun · Tutorial](#)

Quality: 19,602 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[wtcqwq's solution](#)

324.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[wtcqwq's solution](#)

325.

1898B

[Milena and Admirer · Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wtcqwq's solution](#)

326.

1877D

[Effects of Anti Pimples · Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[wtcqwq's solution](#)

327.

1873G

[ABBC or BACB · Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[wtcqwq's solution](#)

328.

1818C

[Almost Increasing Subsequence · Tutorial](#)

Rating: 1500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[wtcqwq's solution](#)

329.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[wtcqwq's solution](#)

330.

1792C

[Min Max Sort · Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[wtcqwq's solution](#)

331.

1767D

[Playoff · Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[wtcqwq's solution](#)

332.

1759E

[The Humanoid · Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[wtcqwq's solution](#)

333.

1744E1

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

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[wtcqwq's solution](#)

334.

1742F

[Smaller · Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[wtcqwq's solution](#)

335.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[wtcqwq's solution](#)

336.

2194D

[Table Cut · Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[wtcqwq's solution](#)

337.

2181F

[Fragmented Nim · Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[wtcqwq's solution](#)

338.

2125D

[Segments Covering · Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[wtcqwq's solution](#)

339.

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[wtcqwq's solution](#)

340.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wtcqwq's solution](#)

341.

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[wtcqwq's solution](#)

342.

2103C

[Median Splits · Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[wtcqwq's solution](#)

343.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[wtcqwq's solution](#)

344.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[wtcqwq's solution](#)

345.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[wtcqwq's solution](#)

346.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[wtcqwq's solution](#)

347.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-08-06 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[wtcqwq's solution](#)

348.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[wtcqwq's solution](#)

349.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[wtcqwq's solution](#)

350.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-09-30 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[wtcqwq's solution](#)

351.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[wtcqwq's solution](#)

352.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[wtcqwq's solution](#)

353.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[wtcqwg's solution](#)

354.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[wtcqwg's solution](#)

355.

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
[wtcqwg's solution](#)

356.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[wtcqwg's solution](#)

357.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[wtcqwg's solution](#)

358.

1688D

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

Rating: 1600 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[wtcqwg's solution](#)

359.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[wtcqwg's solution](#)

360.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[wtcqwg's solution](#)

361.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[wtcqwg's solution](#)

362.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[wtcqwg's solution](#)

363.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[wtcqwq's solution](#)

364.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[wtcqwq's solution](#)

365.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[wtcqwq's solution](#)

366.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[wtcqwq's solution](#)

367.

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
[wtcqwq's solution](#)

368.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[wtcqwq's solution](#)

369.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[wtcqwq's solution](#)

370.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[wtcqwq's solution](#)

371.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[wtcqwq's solution](#)

372.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[wtcqwq's solution](#)

373.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[wtcqwg's solution](#)

374.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[wtcqwg's solution](#)

375.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[wtcqwg's solution](#)

376.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[wtcqwg's solution](#)

377.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[wtcqwg's solution](#)

378.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[wtcqwg's solution](#)

379.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[wtcqwg's solution](#)

380.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[wtcqwg's solution](#)

381.

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[wtcqwg's solution](#)

382.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[wtcqwq's solution](#)

383.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[wtcqwq's solution](#)

384.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[wtcqwq's solution](#)

385.

1792D

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

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[wtcqwq's solution](#)

386.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[wtcqwq's solution](#)

387.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[wtcqwq's solution](#)

388.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

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389.

2196C1

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Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

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390.

2164D

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Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[wtcqwq's solution](#)

391.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[wtcqwq's solution](#)

392.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[wtcqwq's solution](#)

393.

2127D

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Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[wtcqwq's solution](#)

394.

2101B

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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

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395.

2069D

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Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[wtcqwq's solution](#)

396.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

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397.

483B

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Quality: 4,348 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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398.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wtcqwq's solution](#)

399.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[wtcqwq's solution](#)

400.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[wtcqwq's solution](#)

401.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[wtcqwq's solution](#)

402.

1904D2

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Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[wtcqwq's solution](#)

403.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[wtcqwq's solution](#)

404.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[wtcqwq's solution](#)

405.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[wtcqwq's solution](#)

406.

1845D

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Quality: 9,010 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[wtcqwq's solution](#)

407.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[wtcqwq's solution](#)

408.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[wtcqwq's solution](#)

409.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[wtcqwq's solution](#)

410.

784C

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Quality: 773 global accepts · Rating: 1800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[wtcqwq's solution](#)

411.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[wtcqwq's solution](#)

412.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[wtcqwq's solution](#)

413.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[wtcqwq's solution](#)

414.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[wtcqwq's solution](#)

415.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[wtcqwq's solution](#)

416.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[wtcqwq's solution](#)

417.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[wtcqwq's solution](#)

418.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[wtcqwq's solution](#)

419.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[wtcqwq's solution](#)

420.

552C

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Quality: 5,873 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[wtcqwq's solution](#)

421.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[wtcqwq's solution](#)

422.

2038G

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Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[wtcqwg's solution](#)

423.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wtcqwg's solution](#)

424.

148E

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Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

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425.

1659D

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Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[wtcqwg's solution](#)

426.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[wtcqwg's solution](#)

427.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[wtcqwg's solution](#)

428.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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429.

1925D

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Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[wtcqwg's solution](#)

430.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2024-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[wtcqwg's solution](#)

431.

1895D

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Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2024-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[wtcqwg's solution](#)

432.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

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433.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[wtcqwg's solution](#)

434.

1920D

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[wtcqwg's solution](#)

435.

1922D

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Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

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436.

1878F

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

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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437.

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[wtcqwg's solution](#)

438.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[wtcqwg's solution](#)

439.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[wtcqwg's solution](#)

440.

1744E2

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[wtcqwg's solution](#)

441.

2201C

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Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[wtcqwg's solution](#)

442.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

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443.

2194E

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[wtcqwg's solution](#)

444.

2181D

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Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[wtcqwg's solution](#)

445.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wtcqwg's solution](#)

446.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[wtcqwg's solution](#)

447.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[wtcqwg's solution](#)

448.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[wtcqwg's solution](#)

449.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[wtcqwg's solution](#)

450.

2129C2

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

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

[wtcqwg's solution](#)

451.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[wtcqwg's solution](#)

452.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[wtcqwg's solution](#)

453.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[wtcqwg's solution](#)

454.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[wtcqwg's solution](#)

455.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[wtcqwg's solution](#)

456.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[wtcqwg's solution](#)

457.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[wtcqwg's solution](#)

458.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, sortings

[wtcqwg's solution](#)

459.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[wtcqwg's solution](#)

460.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[wtcqwg's solution](#)

461.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[wtcqwg's solution](#)

462.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[wtcqwq's solution](#)

463.

1831D

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

Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[wtcqwq's solution](#)

464.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[wtcqwq's solution](#)

465.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[wtcqwq's solution](#)

466.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[wtcqwq's solution](#)

467.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[wtcqwq's solution](#)

468.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[wtcqwq's solution](#)

469.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[wtcqwq's solution](#)

470.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, trees, two pointers

[wtcqwq's solution](#)

471.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[wtcqwq's solution](#)

472.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[wtcqwg's solution](#)

473.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[wtcqwg's solution](#)

474.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[wtcqwg's solution](#)

475.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[wtcqwg's solution](#)

476.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[wtcqwg's solution](#)

477.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[wtcqwg's solution](#)

478.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[wtcqwg's solution](#)

479.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[wtcqwg's solution](#)

480.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[wtcqwg's solution](#)

481.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2024-02-04 · last AC: 2024-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[wtcqwg's solution](#)

482.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[wtcqwg's solution](#)

483.

793D

[Presents in Bankopolis · Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[wtcqwg's solution](#)

484.

859E

[Desk Disorder · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[wtcqwg's solution](#)

485.

746G

[New Roads · Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees

[wtcqwg's solution](#)

486.

77C

[Beavermuncher-0xFF · Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[wtcqwg's solution](#)

487.

1877E

[Autosynthesis · Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[wtcqwg's solution](#)

488.

1108F

[MST Unification · Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[wtcqwg's solution](#)

489.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[wtcqwg's solution](#)

490.

1864E

[Guess Game · Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[wtcqwg's solution](#)

491.

1748D

[ConstructOR · Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[wtcqwg's solution](#)

492.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[wtcqwq's solution](#)

493.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[wtcqwq's solution](#)

494.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
[wtcqwq's solution](#)

495.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings
[wtcqwq's solution](#)

496.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math
[wtcqwq's solution](#)

497.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
[wtcqwq's solution](#)

498.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees
[wtcqwq's solution](#)

499.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[wtcqwq's solution](#)

500.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[wtcqwq's solution](#)

501.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[wtcqwq's solution](#)

502.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[wtcqwq's solution](#)

503.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[wtcqwq's solution](#)

504.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[wtcqwq's solution](#)

505.

1785C

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

Rating: 2200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[wtcqwq's solution](#)

506.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[wtcqwq's solution](#)

507.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[wtcqwq's solution](#)

508.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[wtcqwq's solution](#)

509.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[wtcqwq's solution](#)

510.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[wtcqwq's solution](#)

511.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[wtcqwq's solution](#)

512.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[wtcqwq's solution](#)

513.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[wtcqwq's solution](#)

514.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
[wtcqwq's solution](#)

515.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wtcqwq's solution](#)

516.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[wtcqwq's solution](#)

517.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[wtcqwq's solution](#)

518.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[wtcqwq's solution](#)

519.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees
[wtcqwq's solution](#)

520.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[wtcqwq's solution](#)

521.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[wtcqwq's solution](#)

522.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[wtcqwq's solution](#)

523.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[wtcqwq's solution](#)

524.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[wtcqwq's solution](#)

525.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees
[wtcqwq's solution](#)

526.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory
[wtcqwq's solution](#)

527.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[wtcqwq's solution](#)

528.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[wtcqwq's solution](#)

529.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[wtcqwq's solution](#)

530.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[wtcqwq's solution](#)

531.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[wtcqwq's solution](#)

532.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[wtcqwq's solution](#)

533.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wtcqwq's solution](#)

534.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[wtcqwq's solution](#)

535.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[wtcqwq's solution](#)

536.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[wtcqwq's solution](#)

537.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[wtcqwq's solution](#)

538.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[wtcqwq's solution](#)

539.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[wtcqwq's solution](#)

540.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[wtcqwq's solution](#)

541.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[wtcqwq's solution](#)

542.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[wtcqwq's solution](#)

543.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[wtcqwq's solution](#)

544.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[wtcqwq's solution](#)

545.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[wtcqwq's solution](#)

546.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[wtcqwq's solution](#)

547.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu

[wtcqwq's solution](#)

548.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[wtcqwq's solution](#)

549.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[wtcqwq's solution](#)

550.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[wtcqwq's solution](#)

551.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[wtcqwq's solution](#)

552.

1844F1

[Min Cost Permutation \(Easy Version\) · Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[wtcqwq's solution](#)

553.

1208F

[Bits And Pieces · Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[wtcqwq's solution](#)

554.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[wtcqwq's solution](#)

555.

995F

[Cowmpany Cowmpensation · Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[wtcqwq's solution](#)

556.

1572C

[Paint · Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[wtcqwq's solution](#)

557.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[wtcqwq's solution](#)

558.

938F

[Erasing Substrings · Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[wtcqwq's solution](#)

559.

1956E2

[Nene vs. Monsters \(Hard Version\) · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[wtcqwq's solution](#)

560.

870F

[Paths · Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-01-18 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[wtcqwq's solution](#)

561.

1672H

[Zigu Zagu · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[wtcqwq's solution](#)

562.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[wtcqwg's solution](#)

563.

1782F

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

Rating: 2700 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees
[wtcqwg's solution](#)

564.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation
[wtcqwg's solution](#)

565.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[wtcqwg's solution](#)

566.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[wtcqwg's solution](#)

567.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[wtcqwg's solution](#)

568.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[wtcqwg's solution](#)

569.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory
[wtcqwg's solution](#)

570.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[wtcqwg's solution](#)

571.

512D

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

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765F

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1458D

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582.

963E

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583.

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584.

2096H

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585.

482E

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2066E

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587.

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588.

607E

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1264F

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591.

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