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Unique solved — xwp

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 307

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[xwp's solution](#)

2.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [sortings](#)
[xwp's solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
[xwp's solution](#)

4.

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](#)
[xwp's solution](#)

5.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [math](#), [number theory](#)
[xwp's solution](#)

6.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: [math](#), [sortings](#)
[xwp's solution](#)

7.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [sortings](#)
[xwp's solution](#)

8.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [math](#)
[xwp's solution](#)

9.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[xwp's solution](#)

10.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[xwp's solution](#)

11.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[xwp's solution](#)

12.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[xwp's solution](#)

13.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[xwp's solution](#)

14.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[xwp's solution](#)

15.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[xwp's solution](#)

16.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[xwp's solution](#)

17.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms
[xwp's solution](#)

18.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation
[xwp's solution](#)

19.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[xwp's solution](#)

20.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[xwp's solution](#)

21.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[xwp's solution](#)

22.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[xwp's solution](#)

23.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[xwp's solution](#)

24.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[xwp's solution](#)

25.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[xwp's solution](#)

26.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[xwp's solution](#)

27.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[xwp's solution](#)

28.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[xwp's solution](#)

29.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[xwp's solution](#)

30.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[xwp's solution](#)

31.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[xwp's solution](#)

32.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[xwp's solution](#)

33.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy

[xwp's solution](#)

34.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[xwp's solution](#)

35.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,405 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[xwp's solution](#)

36.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[xwp's solution](#)

37.

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

[xwp's solution](#)

38.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[xwp's solution](#)

39.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[xwp's solution](#)

40.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[xwp's solution](#)

41.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xwp's solution](#)

42.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xwp's solution](#)

43.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
[xwp's solution](#)

44.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings
[xwp's solution](#)

45.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[xwp's solution](#)

46.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[xwp's solution](#)

47.

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
[xwp's solution](#)

48.

1615B

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

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[xwp's solution](#)

49.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[xwp's solution](#)

50.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number

theory

[xwp's solution](#)

51.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xwp's solution](#)

52.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[xwp's solution](#)

53.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-06-07 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[xwp's solution](#)

54.

1887A1

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

Rating: 1400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[xwp's solution](#)

55.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[xwp's solution](#)

56.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[xwp's solution](#)

57.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: dp, math, number theory

[xwp's solution](#)

58.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[xwp's solution](#)

59.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[xwp's solution](#)

60.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
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61.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[xwp's solution](#)

62.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[xwp's solution](#)

63.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy
[xwp's solution](#)

64.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[xwp's solution](#)

65.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[xwp's solution](#)

66.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[xwp's solution](#)

67.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[xwp's solution](#)

68.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[xwp's solution](#)

69.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: data structures, greedy
[xwp's solution](#)

70.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[xwp's solution](#)

71.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[xwp's solution](#)

72.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[xwp's solution](#)

73.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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

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74.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[xwp's solution](#)

75.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[xwp's solution](#)

76.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[xwp's solution](#)

77.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[xwp's solution](#)

78.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[xwp's solution](#)

79.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[xwp's solution](#)

80.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[xwp's solution](#)

81.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[xwp's solution](#)

82.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[xwp's solution](#)

83.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[xwp's solution](#)

84.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[xwp's solution](#)

85.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[xwp's solution](#)

86.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[xwp's solution](#)

87.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[xwp's solution](#)

88.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[xwp's solution](#)

89.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[xwp's solution](#)

90.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[xwp's solution](#)

91.

1509C

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

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy
[xwp's solution](#)

92.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[xwp's solution](#)

93.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[xwp's solution](#)

94.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths
[xwp's solution](#)

95.

1887A2

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

Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[xwp's solution](#)

96.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[xwp's solution](#)

97.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[xwp's solution](#)

98.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[xwp's solution](#)

99.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[xwp's solution](#)

100.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-06-07 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[xwp's solution](#)

101.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[xwp's solution](#)

102.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[xwp's solution](#)

103.

1509D

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

Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[xwp's solution](#)

104.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games

[xwp's solution](#)

105.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[xwp's solution](#)

106.

2215B

[RRReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[xwp's solution](#)

107.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[xwp's solution](#)

108.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[xwp's solution](#)

109.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[xwp's solution](#)

110.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[xwp's solution](#)

111.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xwp's solution](#)

112.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[xwp's solution](#)

113.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[xwp's solution](#)

114.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[xwp's solution](#)

115.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[xwp's solution](#)

116.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[xwp's solution](#)

117.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[xwp's solution](#)

118.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[xwp's solution](#)

119.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[xwp's solution](#)

120.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-06-07 · last AC: 2024-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[xwp's solution](#)

121.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[xwp's solution](#)

122.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[xwp's solution](#)

123.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[xwp's solution](#)

124.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[xwp's solution](#)

125.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[xwp's solution](#)

126.

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[xwp's solution](#)

127.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[xwp's solution](#)

128.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[xwp's solution](#)

129.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: flows

[xwp's solution](#)

130.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[xwp's solution](#)

131.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[xwp's solution](#)

132.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[xwp's solution](#)

133.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[xwp's solution](#)

134.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[xwp's solution](#)

135.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[xwp's solution](#)

136.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[xwp's solution](#)

137.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[xwp's solution](#)

138.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[xwp's solution](#)

139.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[xwp's solution](#)

140.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[xwp's solution](#)

141.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: flows

[xwp's solution](#)

142.

2122D

[Traffic Lights](#) · [Tutorial](#)

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

[xwp's solution](#)

143.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[xwp's solution](#)

144.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[xwp's solution](#)

145.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[xwp's solution](#)

146.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · last AC: 2024-07-29 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[xwp's solution](#)

147.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[xwp's solution](#)

148.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[xwp's solution](#)

149.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[xwp's solution](#)

150.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, flows
[xwp's solution](#)

151.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math
[xwp's solution](#)

152.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: flows, graphs
[xwp's solution](#)

153.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[xwp's solution](#)

154.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[xwp's solution](#)

155.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[xwp's solution](#)

156.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy
[xwp's solution](#)

157.

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[xwp's solution](#)

158.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-23 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[xwp's solution](#)

159.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[xwp's solution](#)

160.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[xwp's solution](#)

161.

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[xwp's solution](#)

162.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[xwp's solution](#)

163.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[xwp's solution](#)

164.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[xwp's solution](#)

165.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[xwp's solution](#)

166.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[xwp's solution](#)

167.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[xwp's solution](#)

168.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[xwp's solution](#)

169.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

constructive algorithms, graphs, greedy, math, sortings

[xwp's solution](#)

170.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[xwp's solution](#)

171.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xwp's solution](#)

172.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[xwp's solution](#)

173.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[xwp's solution](#)

174.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-21 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[xwp's solution](#)

175.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[xwp's solution](#)

176.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2021-06-02 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, probabilities

[xwp's solution](#)

177.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: flows, graphs

[xwp's solution](#)

178.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[xwp's solution](#)

179.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[xwp's solution](#)

180.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[xwp's solution](#)

181.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[xwp's solution](#)

182.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[xwp's solution](#)

183.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[xwp's solution](#)

184.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[xwp's solution](#)

185.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[xwp's solution](#)

186.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: math

[xwp's solution](#)

187.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[xwp's solution](#)

188.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[xwp's solution](#)

189.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[xwp's solution](#)

190.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[xwp's solution](#)

191.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[xwp's solution](#)

192.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[xwp's solution](#)

193.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[xwp's solution](#)

194.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[xwp's solution](#)

195.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: greedy

[xwp's solution](#)

196.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[xwp's solution](#)

197.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-06-13 · last AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[xwp's solution](#)

198.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: brute force, dp, flows, graph matchings

[xwp's solution](#)

199.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[xwp's solution](#)

200.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[xwp's solution](#)

201.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[xwp's solution](#)

202.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[xwp's solution](#)

203.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[xwp's solution](#)

204.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[xwp's solution](#)

205.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[xwp's solution](#)

206.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[xwp's solution](#)

207.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[xwp's solution](#)

208.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dp, trees

[xwp's solution](#)

209.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-06-10 · last AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, greedy

[xwp's solution](#)

210.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[xwp's solution](#)

211.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: flows

[xwp's solution](#)

212.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[xwp's solution](#)

213.

1501F

[Tiles for Bathroom](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: two pointers

[xwp's solution](#)

214.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[xwp's solution](#)

215.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[xwp's solution](#)

216.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[xwp's solution](#)

217.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[xwp's solution](#)

218.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[xwp's solution](#)

219.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[xwp's solution](#)

220.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[xwp's solution](#)

221.

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[xwp's solution](#)

222.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[xwp's solution](#)

223.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[xwp's solution](#)

224.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[xwp's solution](#)

225.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[xwp's solution](#)

226.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xwp's solution](#)

227.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[xwp's solution](#)

228.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[xwp's solution](#)

229.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[xwp's solution](#)

230.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities
[xwp's solution](#)

231.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-06 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[xwp's solution](#)

232.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[xwp's solution](#)

233.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[xwp's solution](#)

234.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[xwp's solution](#)

235.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[xwp's solution](#)

236.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[xwp's solution](#)

237.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
[xwp's solution](#)

238.

908H

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[xwp's solution](#)

239.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[xwp's solution](#)

240.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: math, number theory
[xwp's solution](#)

241.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math
[xwp's solution](#)

242.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, two pointers
[xwp's solution](#)

243.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp, greedy, trees
[xwp's solution](#)

244.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: binary search, interactive, trees
[xwp's solution](#)

245.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths
[xwp's solution](#)

246.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: flows, greedy
[xwp's solution](#)

247.

830E

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
[xwp's solution](#)

248.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: data structures, games
[xwp's solution](#)

249.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy
[xwp's solution](#)

250.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[xwp's solution](#)

251.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[xwp's solution](#)

252.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[xwp's solution](#)

253.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xwp's solution](#)

254.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[xwp's solution](#)

255.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: games, graphs

[xwp's solution](#)

256.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry

[xwp's solution](#)

257.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[xwp's solution](#)

258.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[xwp's solution](#)

259.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[xwp's solution](#)

260.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[xwp's solution](#)

261.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs,

math

[xwp's solution](#)

262.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[xwp's solution](#)

263.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees

[xwp's solution](#)

264.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing

[xwp's solution](#)

265.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings

[xwp's solution](#)

266.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[xwp's solution](#)

267.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[xwp's solution](#)

268.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[xwp's solution](#)

269.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xwp's solution](#)

270.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[xwp's solution](#)

271.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[xwp's solution](#)

272.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[xwp's solution](#)

273.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[xwp's solution](#)

274.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: binary search, data structures

[xwp's solution](#)

275.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[xwp's solution](#)

276.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, trees

[xwp's solution](#)

277.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[xwp's solution](#)

278.

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2021-02-17 · last AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[xwp's solution](#)

279.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[xwp's solution](#)

280.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[xwp's solution](#)

281.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[xwp's solution](#)

282.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xwp's solution](#)

283.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[xwp's solution](#)

284.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[xwp's solution](#)

285.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2021-07-14 · last AC: 2021-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[xwp's solution](#)

286.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: data structures, trees

[xwp's solution](#)

287.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[xwp's solution](#)

288.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: combinatorics, fft, graphs, math

[xwp's solution](#)

289.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[xwp's solution](#)

290.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[xwp's solution](#)

291.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[xwp's solution](#)

292.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[xwp's solution](#)

293.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, trees

[xwp's solution](#)

294.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[xwp's solution](#)

295.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[xwp's solution](#)

296.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: data structures, dp

[xwp's solution](#)

297.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, sortings

[xwp's solution](#)

298.

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