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88.

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89.

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93.

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94.

1775A2

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Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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99.

1668B

[Social Distance](#) · Tutorial

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[xyloph0nex17's solution](#)

100.

1665B

[Array Cloning Technique](#) · Tutorial

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[xyloph0nex17's solution](#)

101.

1650B

[DIV + MOD](#) · Tutorial

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[xyloph0nex17's solution](#)

102.

1642B

[Power Walking](#) · Tutorial

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xyloph0nex17's solution](#)

103.

1617B

[GCD Problem](#) · Tutorial

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[xyloph0nex17's solution](#)

104.

1589C

[Two Arrays](#) · Tutorial

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[xyloph0nex17's solution](#)

105.

2143B

[Discounts](#) · Tutorial

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[xyloph0nex17's solution](#)

106.

2120B

[Square Pool](#) · Tutorial

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[xyloph0nex17's solution](#)

107.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[xyloph0nex17's solution](#)

108.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[xyloph0nex17's solution](#)

109.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[xyloph0nex17's solution](#)

110.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xyloph0nex17's solution](#)

111.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[xyloph0nex17's solution](#)

112.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[xyloph0nex17's solution](#)

113.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[xyloph0nex17's solution](#)

114.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[xyloph0nex17's solution](#)

115.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[xyloph0nex17's solution](#)

116.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[xyloph0nex17's solution](#)

117.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[xyloph0nex17's solution](#)

118.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[xyloph0nex17's solution](#)

119.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[xyloph0nex17's solution](#)

120.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[xyloph0nex17's solution](#)

121.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[xyloph0nex17's solution](#)

122.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[xyloph0nex17's solution](#)

123.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xyloph0nex17's solution](#)

124.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[xyloph0nex17's solution](#)

125.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[xyloph0nex17's solution](#)

126.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[xyloph0nex17's solution](#)

127.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xyloph0nex17's solution](#)

128.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[xyloph0nex17's solution](#)

129.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xyloph0nex17's solution](#)

130.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[xyloph0nex17's solution](#)

131.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[xyloph0nex17's solution](#)

132.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[xyloph0nex17's solution](#)

133.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xyloph0nex17's solution](#)

134.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[xyloph0nex17's solution](#)

135.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[xyloph0nex17's solution](#)

136.

2136C

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

Rating: 1200 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[xyloph0nex17's solution](#)

137.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[xyloph0nex17's solution](#)

138.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[xyloph0nex17's solution](#)

139.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[xyloph0nex17's solution](#)

140.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[xyloph0nex17's solution](#)

141.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[xyloph0nex17's solution](#)

142.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[xyloph0nex17's solution](#)

143.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[xyloph0nex17's solution](#)

144.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[xyloph0nex17's solution](#)

145.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[xyloph0nex17's solution](#)

146.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[xyloph0nex17's solution](#)

147.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[xyloph0nex17's solution](#)

148.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[xyloph0nex17's solution](#)

149.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[xyloph0nex17's solution](#)

150.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings
[xyloph0nex17's solution](#)

151.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[xyloph0nex17's solution](#)

152.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[xyloph0nex17's solution](#)

153.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xyloph0nex17's solution](#)

154.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[xyloph0nex17's solution](#)

155.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[xyloph0nex17's solution](#)

156.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xyloph0nex17's solution](#)

157.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xyloph0nex17's solution](#)

158.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[xyloph0nex17's solution](#)

159.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[xyloph0nex17's solution](#)

160.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[xyloph0nex17's solution](#)

161.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[xyloph0nex17's solution](#)

162.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math
[xyloph0nex17's solution](#)

163.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[xyloph0nex17's solution](#)

164.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[xyloph0nex17's solution](#)

165.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[xyloph0nex17's solution](#)

166.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[xyloph0nex17's solution](#)

167.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[xyloph0nex17's solution](#)

168.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[xyloph0nex17's solution](#)

169.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[xyloph0nex17's solution](#)

170.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees
[xyloph0nex17's solution](#)

171.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[xyloph0nex17's solution](#)

172.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[xyloph0nex17's solution](#)

173.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[xyloph0nex17's solution](#)

174.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[xyloph0nex17's solution](#)

175.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-04-06 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[xyloph0nex17's solution](#)

176.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[xyloph0nex17's solution](#)

177.

1650D

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

Quality: 14,717 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[xyloph0nex17's solution](#)

178.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[xyloph0nex17's solution](#)

179.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[xyloph0nex17's solution](#)

180.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[xyloph0nex17's solution](#)

181.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[xyloph0nex17's solution](#)

182.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[xyloph0nex17's solution](#)

183.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[xyloph0nex17's solution](#)

184.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings
[xyloph0nex17's solution](#)

185.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math
[xyloph0nex17's solution](#)

186.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xyloph0nex17's solution](#)

187.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[xyloph0nex17's solution](#)

188.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[xyloph0nex17's solution](#)

189.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[xyloph0nex17's solution](#)

190.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[xyloph0nex17's solution](#)

191.

1728C

[Digital Logarithm · Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[xyloph0nex17's solution](#)

192.

1548A

[Web of Lies · Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[xyloph0nex17's solution](#)

193.

1706C

[Qpwoeirut And The City · Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[xyloph0nex17's solution](#)

194.

1705C

[Mark and His Unfinished Essay · Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[xyloph0nex17's solution](#)

195.

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xyloph0nex17's solution](#)

196.

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[xyloph0nex17's solution](#)

197.

1649C

[Weird Sum · Tutorial](#)

Rating: 1400 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[xyloph0nex17's solution](#)

198.

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[xyloph0nex17's solution](#)

199.

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[xyloph0nex17's solution](#)

200.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[xyloph0nex17's solution](#)

201.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[xyloph0nex17's solution](#)

202.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[xyloph0nex17's solution](#)

203.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[xyloph0nex17's solution](#)

204.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[xyloph0nex17's solution](#)

205.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[xyloph0nex17's solution](#)

206.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[xyloph0nex17's solution](#)

207.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[xyloph0nex17's solution](#)

208.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[xyloph0nex17's solution](#)

209.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xyloph0nex17's solution](#)

210.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[xyloph0nex17's solution](#)

211.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[xyloph0nex17's solution](#)

212.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[xyloph0nex17's solution](#)

213.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[xyloph0nex17's solution](#)

214.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[xyloph0nex17's solution](#)

215.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[xyloph0nex17's solution](#)

216.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[xyloph0nex17's solution](#)

217.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[xyloph0nex17's solution](#)

218.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees
[xyloph0nex17's solution](#)

219.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[xyloph0nex17's solution](#)

220.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[xyloph0nex17's solution](#)

221.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[xyloph0nex17's solution](#)

222.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[xyloph0nex17's solution](#)

223.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[xyloph0nex17's solution](#)

224.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[xyloph0nex17's solution](#)

225.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[xyloph0nex17's solution](#)

226.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[xyloph0nex17's solution](#)

227.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[xyloph0nex17's solution](#)

228.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[xyloph0nex17's solution](#)

229.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[xyloph0nex17's solution](#)

230.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[xyloph0nex17's solution](#)

231.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[xyloph0nex17's solution](#)

232.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[xyloph0nex17's solution](#)

233.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[xyloph0nex17's solution](#)

234.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xyloph0nex17's solution](#)

235.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[xyloph0nex17's solution](#)

236.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xyloph0nex17's solution](#)

237.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[xyloph0nex17's solution](#)

238.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[xyloph0nex17's solution](#)

239.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[xyloph0nex17's solution](#)

240.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xyloph0nex17's solution](#)

241.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-02-17 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[xyloph0nex17's solution](#)

242.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[xyloph0nex17's solution](#)

243.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[xyloph0nex17's solution](#)

244.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[xyloph0nex17's solution](#)

245.

2139E1

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

Rating: 1800 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
[xyloph0nex17's solution](#)

246.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[xyloph0nex17's solution](#)

247.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[xyloph0nex17's solution](#)

248.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
[xyloph0nex17's solution](#)

249.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[xyloph0nex17's solution](#)

250.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[xyloph0nex17's solution](#)

251.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[xyloph0nex17's solution](#)

252.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[xyloph0nex17's solution](#)

253.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[xyloph0nex17's solution](#)

254.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[xyloph0nex17's solution](#)

255.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[xyloph0nex17's solution](#)

256.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[xyloph0nex17's solution](#)

257.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[xyloph0nex17's solution](#)

258.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[xyloph0nex17's solution](#)

259.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[xyloph0nex17's solution](#)

260.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xyloph0nex17's solution](#)

261.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[xyloph0nex17's solution](#)

262.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[xyloph0nex17's solution](#)

263.

2139D

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

Rating: 1900 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[xyloph0nex17's solution](#)

264.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[xyloph0nex17's solution](#)

265.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[xyloph0nex17's solution](#)

266.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[xyloph0nex17's solution](#)

267.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[xyloph0nex17's solution](#)

268.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xyloph0nex17's solution](#)

269.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, greedy, trees

[xyloph0nex17's solution](#)

270.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xyloph0nex17's solution](#)

271.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xyloph0nex17's solution](#)

272.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[xyloph0nex17's solution](#)

273.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[xyloph0nex17's solution](#)

274.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[xyloph0nex17's solution](#)

275.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[xyloph0nex17's solution](#)

276.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[xyloph0nex17's solution](#)

277.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[xyloph0nex17's solution](#)

278.

2140D

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

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[xyloph0nex17's solution](#)

279.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[xyloph0nex17's solution](#)

280.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[xyloph0nex17's solution](#)

281.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[xyloph0nex17's solution](#)

282.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[xyloph0nex17's solution](#)

283.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xyloph0nex17's solution](#)

284.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[xyloph0nex17's solution](#)

285.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[xyloph0nex17's solution](#)

286.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[xyloph0nex17's solution](#)

287.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[xyloph0nex17's solution](#)

288.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[xyloph0nex17's solution](#)

289.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[xyloph0nex17's solution](#)

290.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[xyloph0nex17's solution](#)

291.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[xyloph0nex17's solution](#)

292.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[xyloph0nex17's solution](#)

293.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[xyloph0nex17's solution](#)

294.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[xyloph0nex17's solution](#)

295.

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[xyloph0nex17's solution](#)

296.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[xyloph0nex17's solution](#)

297.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[xyloph0nex17's solution](#)

298.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[xyloph0nex17's solution](#)

299.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[xyloph0nex17's solution](#)

300.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[xyloph0nex17's solution](#)

301.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[xyloph0nex17's solution](#)

302.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[xyloph0nex17's solution](#)

303.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-10-05 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xyloph0nex17's solution](#)

304.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[xyloph0nex17's solution](#)

305.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[xyloph0nex17's solution](#)

306.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[xyloph0nex17's solution](#)

307.

457C

[Elections](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[xyloph0nex17's solution](#)

308.

2140E1

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

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[xyloph0nex17's solution](#)

309.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[xyloph0nex17's solution](#)

310.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[xyloph0nex17's solution](#)

311.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[xyloph0nex17's solution](#)

312.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[xyloph0nex17's solution](#)

313.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[xyloph0nex17's solution](#)

314.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[xyloph0nex17's solution](#)

315.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[xyloph0nex17's solution](#)

316.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[xyloph0nex17's solution](#)

317.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[xyloph0nex17's solution](#)

318.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[xyloph0nex17's solution](#)

319.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[xyloph0nex17's solution](#)

320.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xyloph0nex17's solution](#)

321.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[xyloph0nex17's solution](#)

322.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[xyloph0nex17's solution](#)

323.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[xyloph0nex17's solution](#)

324.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xyloph0nex17's solution](#)

325.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xyloph0nex17's solution](#)

326.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[xyloph0nex17's solution](#)

327.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[xyloph0nex17's solution](#)

328.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[xyloph0nex17's solution](#)

329.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[xyloph0nex17's solution](#)

330.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[xyloph0nex17's solution](#)

331.

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyloph0nex17's solution](#)

332.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[xyloph0nex17's solution](#)

333.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[xyloph0nex17's solution](#)

334.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[xyloph0nex17's solution](#)

335.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[xyloph0nex17's solution](#)

336.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[xyloph0nex17's solution](#)

337.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[xyloph0nex17's solution](#)

338.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[xyloph0nex17's solution](#)

339.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[xyloph0nex17's solution](#)

340.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[xyloph0nex17's solution](#)

341.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[xyloph0nex17's solution](#)

342.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[xyloph0nex17's solution](#)

343.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[xyloph0nex17's solution](#)

344.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[xyloph0nex17's solution](#)

345.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[xyloph0nex17's solution](#)

346.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[xyloph0nex17's solution](#)

347.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[xyloph0nex17's solution](#)

348.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[xyloph0nex17's solution](#)

349.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

constructive algorithms, interactive, math

[xyloph0nex17's solution](#)

350.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-11-22 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[xyloph0nex17's solution](#)

351.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xyloph0nex17's solution](#)

352.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[xyloph0nex17's solution](#)

353.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[xyloph0nex17's solution](#)

354.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[xyloph0nex17's solution](#)

355.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[xyloph0nex17's solution](#)

356.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[xyloph0nex17's solution](#)

357.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[xyloph0nex17's solution](#)

358.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[xyloph0nex17's solution](#)

359.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[xyloph0nex17's solution](#)

360.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[xyloph0nex17's solution](#)

361.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[xyloph0nex17's solution](#)

362.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[xyloph0nex17's solution](#)

363.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[xyloph0nex17's solution](#)

364.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[xyloph0nex17's solution](#)

365.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[xyloph0nex17's solution](#)

366.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[xyloph0nex17's solution](#)

367.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities
[xyloph0nex17's solution](#)

368.

976F

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

Quality: 667 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[xyloph0nex17's solution](#)

369.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation
[xyloph0nex17's solution](#)

370.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[xyloph0nex17's solution](#)

371.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[xyloph0nex17's solution](#)

372.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[xyloph0nex17's solution](#)

373.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[xyloph0nex17's solution](#)

374.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[xyloph0nex17's solution](#)

375.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[xyloph0nex17's solution](#)

376.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[xyloph0nex17's solution](#)

377.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[xyloph0nex17's solution](#)

378.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyloph0nex17's solution](#)

379.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2022-11-18 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[xyloph0nex17's solution](#)

380.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[xyloph0nex17's solution](#)

381.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-05-07 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[xyloph0nex17's solution](#)

382.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[xyloph0nex17's solution](#)

383.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[xyloph0nex17's solution](#)

384.

482D

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[xyloph0nex17's solution](#)

385.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[xyloph0nex17's solution](#)

386.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-11-17 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xyloph0nex17's solution](#)

387.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[xyloph0nex17's solution](#)

388.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[xyloph0nex17's solution](#)

389.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[xyloph0nex17's solution](#)

390.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[xyloph0nex17's solution](#)

391.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[xyloph0nex17's solution](#)

392.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[xyloph0nex17's solution](#)

393.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[xyloph0nex17's solution](#)

394.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[xyloph0nex17's solution](#)

395.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[xyloph0nex17's solution](#)

396.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation
[xyloph0nex17's solution](#)

397.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[xyloph0nex17's solution](#)

398.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[xyloph0nex17's solution](#)

399.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[xyloph0nex17's solution](#)

400.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees
[xyloph0nex17's solution](#)

401.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[xyloph0nex17's solution](#)

402.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[xyloph0nex17's solution](#)

403.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[xyloph0nex17's solution](#)

404.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math
[xyloph0nex17's solution](#)

405.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[xyloph0nex17's solution](#)

406.

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[xyloph0nex17's solution](#)

407.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[xyloph0nex17's solution](#)

408.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[xyloph0nex17's solution](#)

409.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[xyloph0nex17's solution](#)

410.

896D

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

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[xyloph0nex17's solution](#)

411.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[xyloph0nex17's solution](#)

412.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[xyloph0nex17's solution](#)

413.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[xyloph0nex17's solution](#)

414.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[xyloph0nex17's solution](#)

415.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[xyloph0nex17's solution](#)

416.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xyloph0nex17's solution](#)

417.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[xyloph0nex17's solution](#)

418.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[xyloph0nex17's solution](#)

419.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[xyloph0nex17's solution](#)

420.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[xyloph0nex17's solution](#)

421.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[xyloph0nex17's solution](#)

422.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[xyloph0nex17's solution](#)

423.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[xyloph0nex17's solution](#)

424.

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[xyloph0nex17's solution](#)

425.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[xyloph0nex17's solution](#)

426.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyloph0nex17's solution](#)

427.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[xyloph0nex17's solution](#)

428.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[xyloph0nex17's solution](#)

429.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[xyloph0nex17's solution](#)

430.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xyloph0nex17's solution](#)

431.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[xyloph0nex17's solution](#)

432.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[xyloph0nex17's solution](#)

433.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[xyloph0nex17's solution](#)

434.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[xyloph0nex17's solution](#)

435.

1442E

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

Quality: 789 global accepts · Rating: 3000 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[xyloph0nex17's solution](#)

436.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[xyloph0nex17's solution](#)

437.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[xyloph0nex17's solution](#)

438.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp
[xyloph0nex17's solution](#)

439.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
[xyloph0nex17's solution](#)

440.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[xyloph0nex17's solution](#)

441.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[xyloph0nex17's solution](#)

442.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[xyloph0nex17's solution](#)

443.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[xyloph0nex17's solution](#)

444.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-05-30 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xyloph0nex17's solution](#)

445.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[xyloph0nex17's solution](#)

446.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[xyloph0nex17's solution](#)

447.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[xyloph0nex17's solution](#)

448.

830E

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[xyloph0nex17's solution](#)

449.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[xyloph0nex17's solution](#)

450.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xyloph0nex17's solution](#)

451.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[xyloph0nex17's solution](#)

452.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[xyloph0nex17's solution](#)

453.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[xyloph0nex17's solution](#)

454.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xyloph0nex17's solution](#)

455.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[xyloph0nex17's solution](#)

456.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[xyloph0nex17's solution](#)

457.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[xyloph0nex17's solution](#)

458.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[xyloph0nex17's solution](#)

459.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[xyloph0nex17's solution](#)

460.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-06-15 · last AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[xyloph0nex17's solution](#)

461.

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs
[xyloph0nex17's solution](#)

462.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive
[xyloph0nex17's solution](#)

463.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy
[xyloph0nex17's solution](#)

464.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[xyloph0nex17's solution](#)

465.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees
[xyloph0nex17's solution](#)

466.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[xyloph0nex17's solution](#)

467.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing
[xyloph0nex17's solution](#)

468.

713E

[Sonya Partymaker](#) · [Tutorial](#)

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478.

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103409B

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