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Unique solved — zhangzheng2026

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

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Count: 386

1.

2208A

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2.

2157A

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3.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#), [sortings](#)
[zhangzheng2026's solution](#)

4.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,258 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)
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5.

2127A

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6.

2113A

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7.

2098A

[Vadim's Collection](#) · [Tutorial](#)

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8.

2096A

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9.

2071A

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10.

2063A

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11.

2024A

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12.

2019A

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Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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13.

2001B

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Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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14.

2001A

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15.

2157B

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Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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16.

2208B

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17.

1624C

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[zhangzheng2026's solution](#)

18.

2096B

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Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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19.

2071B

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Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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20.

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2024B

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22.

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

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23.

2113B

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24.

2019B

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25.

2208C

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Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

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26.

2127B

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27.

2024C

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Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

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28.

2157C

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29.

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30.

2098C

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[zhangzheng2026's solution](#)

31.

2098B

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32.

2157D

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33.

2063C

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34.

2019C

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35.

2113C

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Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

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36.

2096C

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37.

2071C

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Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

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38.

2019E

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Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

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39.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[zhangzheng2026's solution](#)

40.

1856E1

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Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

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41.

2127D

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42.

2093F

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Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

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43.

2101B

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44.

2071D1

[Infinite Sequence \(Easy Version\) · Tutorial](#)

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45.

2174B

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Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[zhangzheng2026's solution](#)

46.

2157E

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47.

1739D

[Reset K Edges · Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[zhangzheng2026's solution](#)

48.

1656D

[K-good · Tutorial](#)

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49.

2022D1

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50.

730I

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51.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

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52.

786A

[Berzerk](#) · [Tutorial](#)

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53.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
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54.

2096D

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55.

1827B1

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56.

2063D

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[zhangzheng2026's solution](#)

57.

1992G

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Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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58.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[zhangzheng2026's solution](#)

59.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[zhangzheng2026's solution](#)

60.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[zhangzheng2026's solution](#)

61.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

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62.

1832D1

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-12-14 · last AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

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63.

1919D

[01 Tree](#) · [Tutorial](#)

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64.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

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65.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

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66.

1778D

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Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhangzheng2026's solution](#)

67.

1876C

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68.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zhangzheng2026's solution](#)

69.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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70.

678E

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Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[zhangzheng2026's solution](#)

71.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

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72.

2113D

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Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zhangzheng2026's solution](#)

73.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

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74.

2108D

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Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[zhangzheng2026's solution](#)

75.

2114G

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[zhangzheng2026's solution](#)

76.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

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77.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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78.

1806E

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Quality: 3,451 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

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79.

165E

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Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

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80.

1949F

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81.

1912E

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82.

1772G

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83.

1045D

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Quality: 856 global accepts · Rating: 2200 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities, trees

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84.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

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85.

559C

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

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86.

490F

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87.

1840F

[Railguns](#) · [Tutorial](#)

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88.

1468M

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89.

2107F1

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90.

1404C

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91.

888G

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92.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

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93.

713C

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94.

2057E1

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Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-06-09 · last AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

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95.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math

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96.

2097B

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97.

891C

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Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

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98.

1874C

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99.

1943C

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Quality: 2,601 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[zhangzheng2026's solution](#)

100.

1866I

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Quality: 932 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, two pointers
[zhangzheng2026's solution](#)

101.

1916E

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Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees
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102.

2063E

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103.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
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104.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
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105.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers
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106.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[zhangzheng2026's solution](#)

107.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[zhangzheng2026's solution](#)

108.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[zhangzheng2026's solution](#)

109.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-12-07 · last AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[zhangzheng2026's solution](#)

110.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zhangzheng2026's solution](#)

111.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhangzheng2026's solution](#)

112.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[zhangzheng2026's solution](#)

113.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-06-19 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhangzheng2026's solution](#)

114.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[zhangzheng2026's solution](#)

115.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[zhangzheng2026's solution](#)

116.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[zhangzheng2026's solution](#)

117.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-11-14 · last AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[zhangzheng2026's solution](#)

118.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[zhangzheng2026's solution](#)

119.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[zhangzheng2026's solution](#)

120.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[zhangzheng2026's solution](#)

121.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[zhangzheng2026's solution](#)

122.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[zhangzheng2026's solution](#)

123.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[zhangzheng2026's solution](#)

124.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[zhangzheng2026's solution](#)

125.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[zhangzheng2026's solution](#)

126.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[zhangzheng2026's solution](#)

127.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[zhangzheng2026's solution](#)

128.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[zhangzheng2026's solution](#)

129.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[zhangzheng2026's solution](#)

130.

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, number theory

[zhangzheng2026's solution](#)

131.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zhangzheng2026's solution](#)

132.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[zhangzheng2026's solution](#)

133.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[zhangzheng2026's solution](#)

134.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

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135.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft

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136.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

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137.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

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138.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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139.

1912H

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Quality: 608 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

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140.

1408E

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Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

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141.

1866L

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Quality: 877 global accepts · Rating: 2400 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

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142.

1009G

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Quality: 1,067 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

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143.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[zhangzheng2026's solution](#)

144.

1735E

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Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[zhangzheng2026's solution](#)

145.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

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146.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[zhangzheng2026's solution](#)

147.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[zhangzheng2026's solution](#)

148.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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149.

1979E

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Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

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150.

1844E

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151.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[zhangzheng2026's solution](#)

152.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[zhangzheng2026's solution](#)

153.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[zhangzheng2026's solution](#)

154.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

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155.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[zhangzheng2026's solution](#)

156.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[zhangzheng2026's solution](#)

157.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[zhangzheng2026's solution](#)

158.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zhangzheng2026's solution](#)

159.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[zhangzheng2026's solution](#)

160.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhangzheng2026's solution](#)

161.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zhangzheng2026's solution](#)

162.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[zhangzheng2026's solution](#)

163.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[zhangzheng2026's solution](#)

164.

1886E

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

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[zhangzheng2026's solution](#)

165.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhangzheng2026's solution](#)

166.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[zhangzheng2026's solution](#)

167.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zhangzheng2026's solution](#)

168.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[zhangzheng2026's solution](#)

169.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[zhangzheng2026's solution](#)

170.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[zhangzheng2026's solution](#)

171.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[zhangzheng2026's solution](#)

172.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[zhangzheng2026's solution](#)

173.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[zhangzheng2026's solution](#)

174.

1906K

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[zhangzheng2026's solution](#)

175.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[zhangzheng2026's solution](#)

176.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[zhangzheng2026's solution](#)

177.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs

[zhangzheng2026's solution](#)

178.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-10-21 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[zhangzheng2026's solution](#)

179.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-09-16 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[zhangzheng2026's solution](#)

180.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[zhangzheng2026's solution](#)

181.

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[zhangzheng2026's solution](#)

182.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[zhangzheng2026's solution](#)

183.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zhangzheng2026's solution](#)

184.

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[zhangzheng2026's solution](#)

185.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zhangzheng2026's solution](#)

186.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[zhangzheng2026's solution](#)

187.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[zhangzheng2026's solution](#)

188.

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[zhangzheng2026's solution](#)

189.

2071D2

[Infinite Sequence \(Hard Version\) · Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[zhangzheng2026's solution](#)

190.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[zhangzheng2026's solution](#)

191.

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[zhangzheng2026's solution](#)

192.

1251F

[Red-White Fence · Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft

[zhangzheng2026's solution](#)

193.

1709F

[Multiset of Strings · Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[zhangzheng2026's solution](#)

194.

1783F

[Double Sort II · Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zhangzheng2026's solution](#)

195.

628F

[Bear and Fair Set · Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[zhangzheng2026's solution](#)

196.

1498F

[Christmas Game · Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[zhangzheng2026's solution](#)

197.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[zhangzheng2026's solution](#)

198.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2024-10-18 · last AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[zhangzheng2026's solution](#)

199.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zhangzheng2026's solution](#)

200.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[zhangzheng2026's solution](#)

201.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[zhangzheng2026's solution](#)

202.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zhangzheng2026's solution](#)

203.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[zhangzheng2026's solution](#)

204.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[zhangzheng2026's solution](#)

205.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[zhangzheng2026's solution](#)

206.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, trees
[zhangzheng2026's solution](#)

207.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[zhangzheng2026's solution](#)

208.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs
[zhangzheng2026's solution](#)

209.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[zhangzheng2026's solution](#)

210.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[zhangzheng2026's solution](#)

211.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings
[zhangzheng2026's solution](#)

212.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
[zhangzheng2026's solution](#)

213.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[zhangzheng2026's solution](#)

214.

2085F1

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

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[zhangzheng2026's solution](#)

215.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[zhangzheng2026's solution](#)

216.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-05-16 · last AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[zhangzheng2026's solution](#)

217.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhangzheng2026's solution](#)

218.

958F3

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

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft

[zhangzheng2026's solution](#)

219.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[zhangzheng2026's solution](#)

220.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zhangzheng2026's solution](#)

221.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[zhangzheng2026's solution](#)

222.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[zhangzheng2026's solution](#)

223.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[zhangzheng2026's solution](#)

224.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, greedy

[zhangzheng2026's solution](#)

225.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[zhangzheng2026's solution](#)

226.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[zhangzheng2026's solution](#)

227.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing

[zhangzheng2026's solution](#)

228.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[zhangzheng2026's solution](#)

229.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[zhangzheng2026's solution](#)

230.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, hashing, string suffix structures

[zhangzheng2026's solution](#)

231.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[zhangzheng2026's solution](#)

232.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[zhangzheng2026's solution](#)

233.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[zhangzheng2026's solution](#)

234.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[zhangzheng2026's solution](#)

235.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, math, matrices

[zhangzheng2026's solution](#)

236.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[zhangzheng2026's solution](#)

237.

1671F

[Permutation Counting · Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zhangzheng2026's solution](#)

238.

1627F

[Not Splitting · Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[zhangzheng2026's solution](#)

239.

1621F

[Strange Instructions · Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[zhangzheng2026's solution](#)

240.

1634F

[Fibonacci Additions · Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[zhangzheng2026's solution](#)

241.

1641D

[Two Arrays · Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[zhangzheng2026's solution](#)

242.

1658F

[Juju and Binary String · Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zhangzheng2026's solution](#)

243.

1682E

[Unordered Swaps · Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[zhangzheng2026's solution](#)

244.

1682F

[MCMF? · Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[zhangzheng2026's solution](#)

245.

1695E

[Ambiguous Dominoes · Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhangzheng2026's solution](#)

246.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zhangzheng2026's solution](#)

247.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[zhangzheng2026's solution](#)

248.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[zhangzheng2026's solution](#)

249.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[zhangzheng2026's solution](#)

250.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[zhangzheng2026's solution](#)

251.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[zhangzheng2026's solution](#)

252.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[zhangzheng2026's solution](#)

253.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zhangzheng2026's solution](#)

254.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zhangzheng2026's solution](#)

255.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[zhangzheng2026's solution](#)

256.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zhangzheng2026's solution](#)

257.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[zhangzheng2026's solution](#)

258.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[zhangzheng2026's solution](#)

259.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation

[zhangzheng2026's solution](#)

260.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[zhangzheng2026's solution](#)

261.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[zhangzheng2026's solution](#)

262.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[zhangzheng2026's solution](#)

263.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[zhangzheng2026's solution](#)

264.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[zhangzheng2026's solution](#)

265.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[zhangzheng2026's solution](#)

266.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[zhangzheng2026's solution](#)

267.

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[zhangzheng2026's solution](#)

268.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[zhangzheng2026's solution](#)

269.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[zhangzheng2026's solution](#)

270.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs

[zhangzheng2026's solution](#)

271.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhangzheng2026's solution](#)

272.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[zhangzheng2026's solution](#)

273.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhangzheng2026's solution](#)

274.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[zhangzheng2026's solution](#)

275.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[zhangzheng2026's solution](#)

276.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[zhangzheng2026's solution](#)

277.

2026F

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

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[zhangzheng2026's solution](#)

278.

2056F1

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

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zhangzheng2026's solution](#)

279.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[zhangzheng2026's solution](#)

280.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[zhangzheng2026's solution](#)

281.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[zhangzheng2026's solution](#)

282.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[zhangzheng2026's solution](#)

283.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[zhangzheng2026's solution](#)

284.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zhangzheng2026's solution](#)

285.

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zhangzheng2026's solution](#)

286.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhangzheng2026's solution](#)

287.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhangzheng2026's solution](#)

288.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[zhangzheng2026's solution](#)

289.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[zhangzheng2026's solution](#)

290.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[zhangzheng2026's solution](#)

291.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[zhangzheng2026's solution](#)

292.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[zhangzheng2026's solution](#)

293.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[zhangzheng2026's solution](#)

294.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, greedy, math

[zhangzheng2026's solution](#)

295.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[zhangzheng2026's solution](#)

296.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[zhangzheng2026's solution](#)

297.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[zhangzheng2026's solution](#)

298.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[zhangzheng2026's solution](#)

299.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, strings

[zhangzheng2026's solution](#)

300.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[zhangzheng2026's solution](#)

301.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[zhangzheng2026's solution](#)

302.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zhangzheng2026's solution](#)

303.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[zhangzheng2026's solution](#)

304.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[zhangzheng2026's solution](#)

305.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[zhangzheng2026's solution](#)

306.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[zhangzheng2026's solution](#)

307.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[zhangzheng2026's solution](#)

308.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[zhangzheng2026's solution](#)

309.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[zhangzheng2026's solution](#)

310.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[zhangzheng2026's solution](#)

311.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft, math

[zhangzheng2026's solution](#)

312.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[zhangzheng2026's solution](#)

313.

2068E

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

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-12-13 · last AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[zhangzheng2026's solution](#)

314.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

graphs, implementation, shortest paths, two pointers

[zhangzheng2026's solution](#)

315.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[zhangzheng2026's solution](#)

316.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[zhangzheng2026's solution](#)

317.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[zhangzheng2026's solution](#)

318.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zhangzheng2026's solution](#)

319.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[zhangzheng2026's solution](#)

320.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[zhangzheng2026's solution](#)

321.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-06-27 · last AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[zhangzheng2026's solution](#)

322.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[zhangzheng2026's solution](#)

323.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[zhangzheng2026's solution](#)

324.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zhangzheng2026's solution](#)

325.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[zhangzheng2026's solution](#)

326.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[zhangzheng2026's solution](#)

327.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[zhangzheng2026's solution](#)

328.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[zhangzheng2026's solution](#)

329.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[zhangzheng2026's solution](#)

330.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, matrices

[zhangzheng2026's solution](#)

331.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[zhangzheng2026's solution](#)

332.

717A

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

Quality: 433 global accepts · Rating: 2900 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[zhangzheng2026's solution](#)

333.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory

[zhangzheng2026's solution](#)

334.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows

[zhangzheng2026's solution](#)

335.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[zhangzheng2026's solution](#)

336.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[zhangzheng2026's solution](#)

337.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[zhangzheng2026's solution](#)

338.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[zhangzheng2026's solution](#)

339.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[zhangzheng2026's solution](#)

340.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[zhangzheng2026's solution](#)

341.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhangzheng2026's solution](#)

342.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[zhangzheng2026's solution](#)

343.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[zhangzheng2026's solution](#)

344.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zhangzheng2026's solution](#)

345.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[zhangzheng2026's solution](#)

346.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[zhangzheng2026's solution](#)

347.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-07-30 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zhangzheng2026's solution](#)

348.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[zhangzheng2026's solution](#)

349.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[zhangzheng2026's solution](#)

350.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[zhangzheng2026's solution](#)

351.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zhangzheng2026's solution](#)

352.

908H

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

353.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[zhangzheng2026's solution](#)

354.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zhangzheng2026's solution](#)

355.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings
[zhangzheng2026's solution](#)

356.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, strings
[zhangzheng2026's solution](#)

357.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[zhangzheng2026's solution](#)

358.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[zhangzheng2026's solution](#)

359.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math
[zhangzheng2026's solution](#)

360.

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[zhangzheng2026's solution](#)

361.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices, trees
[zhangzheng2026's solution](#)

362.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[zhangzheng2026's solution](#)

363.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings
[zhangzheng2026's solution](#)

364.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[zhangzheng2026's solution](#)

365.

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[zhangzheng2026's solution](#)

366.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[zhangzheng2026's solution](#)

367.

1097E

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

Quality: 534 global accepts · Rating: 3400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zhangzheng2026's solution](#)

368.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory

[zhangzheng2026's solution](#)

369.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

370.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

371.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

372.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

373.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

374.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zhangzheng2026's solution](#)

375.

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

376.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

377.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

378.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dp, math
[zhangzheng2026's solution](#)

379.

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

380.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

381.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[zhangzheng2026's solution](#)

382.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

383.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures
[zhangzheng2026's solution](#)

384.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

385.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · last AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)

386.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zhangzheng2026's solution](#)