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Unique solved — AEM YNxingkong

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

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Count: 655

1.

2113A

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2.

2071A

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3.

2069A

[Was there an Array?](#) · [Tutorial](#)

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4.

2064A

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5.

2059A

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6.

2062A

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7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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8.

2061A

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9.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

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10.

2029A

[Set](#) · [Tutorial](#)

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11.

2032A

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12.

2030B

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Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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13.

2030A

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14.

2025A

[Two Screens](#) · [Tutorial](#)

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15.

2007A

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16.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

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17.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

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18.

2001B

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19.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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20.

1998A

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[AEM_YNxingkong's solution](#)

21.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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22.

1997A

[Strong Password](#) · [Tutorial](#)

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23.

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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24.

1995A

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Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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25.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AEM_YNxingkong's solution](#)

26.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AEM_YNxingkong's solution](#)

27.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[AEM_YNxingkong's solution](#)

28.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AEM_YNxingkong's solution](#)

29.

1984A

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

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[AEM_YNxingkong's solution](#)

30.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[AEM_YNxingkong's solution](#)

31.

1977A

[Little Nikita](#) · [Tutorial](#)

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[AEM_YNxingkong's solution](#)

32.

1975A

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

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33.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

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34.

1957A

[Stickogon](#) · [Tutorial](#)

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35.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

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[AEM_YNxingkong's solution](#)

36.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

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37.

1942A

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38.

1944A

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39.

1919B

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40.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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41.

1916A

[2023 · Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[AEM_YNxingkong's solution](#)

42.

1917A

[Least Product · Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AEM_YNxingkong's solution](#)

43.

1909A

[Distinct Buttons · Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AEM_YNxingkong's solution](#)

44.

1890B

[Qingshan Loves Strings · Tutorial](#)

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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45.

1890A

[Doremy's Paint 3 · Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AEM_YNxingkong's solution](#)

46.

1877A

[Goals of Victory · Tutorial](#)

Quality: 52,358 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[AEM_YNxingkong's solution](#)

47.

2062B

[Clockwork · Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AEM_YNxingkong's solution](#)

48.

2031B

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Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[AEM_YNxingkong's solution](#)

49.

2026A

[Perpendicular Segments · Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[AEM_YNxingkong's solution](#)

50.

2007B

[Index and Maximum Value · Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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- 51.**
1990A
[Submission Bait](#) · [Tutorial](#)
Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[AEM_YNxingkong's solution](#)
- 52.**
1988B
[Make Majority](#) · [Tutorial](#)
Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AEM_YNxingkong's solution](#)
- 53.**
1988A
[Split the Multiset](#) · [Tutorial](#)
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
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- 54.**
1973A
[Chess For Three](#) · [Tutorial](#)
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[AEM_YNxingkong's solution](#)
- 55.**
1972B
[Coin Games](#) · [Tutorial](#)
Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games
[AEM_YNxingkong's solution](#)
- 56.**
1954A
[Painting the Ribbon](#) · [Tutorial](#)
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AEM_YNxingkong's solution](#)
- 57.**
1951A
[Dual Trigger](#) · [Tutorial](#)
Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AEM_YNxingkong's solution](#)
- 58.**
1879B
[Chips on the Board](#) · [Tutorial](#)
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[AEM_YNxingkong's solution](#)
- 59.**
1998B
[Minimize Equal Sum Subarrays](#) · [Tutorial](#)
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
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- 60.**
1975B
[378QAQ and Mocha's Array](#) · [Tutorial](#)
Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
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- 61.**
1916B
[Two Divisors](#) · [Tutorial](#)

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[AEM_YNxingkong's solution](#)

62.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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63.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AEM_YNxingkong's solution](#)

64.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[AEM_YNxingkong's solution](#)

65.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[AEM_YNxingkong's solution](#)

66.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[AEM_YNxingkong's solution](#)

67.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AEM_YNxingkong's solution](#)

68.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

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69.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

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70.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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71.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[AEM_YNxingkong's solution](#)

72.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

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73.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AEM_YNxingkong's solution](#)

74.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[AEM_YNxingkong's solution](#)

75.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AEM_YNxingkong's solution](#)

76.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AEM_YNxingkong's solution](#)

77.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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78.

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

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79.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AEM_YNxingkong's solution](#)

80.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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81.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data

structures, dp, strings

[AEM_YNxingkong's solution](#)

82.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[AEM_YNxingkong's solution](#)

83.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[AEM_YNxingkong's solution](#)

84.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AEM_YNxingkong's solution](#)

85.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[AEM_YNxingkong's solution](#)

86.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AEM_YNxingkong's solution](#)

87.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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88.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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89.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AEM_YNxingkong's solution](#)

90.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[AEM_YNxingkong's solution](#)

91.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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92.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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93.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

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94.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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95.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[AEM_YNxingkong's solution](#)

96.

2059B

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

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

[AEM_YNxingkong's solution](#)

97.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[AEM_YNxingkong's solution](#)

98.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[AEM_YNxingkong's solution](#)

99.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AEM_YNxingkong's solution](#)

100.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[AEM_YNxingkong's solution](#)

101.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AEM_YNxingkong's solution](#)

102.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AEM_YNxingkong's solution](#)

103.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[AEM_YNxingkong's solution](#)

104.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[AEM_YNxingkong's solution](#)

105.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[AEM_YNxingkong's solution](#)

106.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[AEM_YNxingkong's solution](#)

107.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[AEM_YNxingkong's solution](#)

108.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AEM_YNxingkong's solution](#)

109.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[AEM_YNxingkong's solution](#)

110.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[AEM_YNxingkong's solution](#)

111.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AEM_YNxingkong's solution](#)

112.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[AEM_YNxingkong's solution](#)

113.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AEM_YNxingkong's solution](#)

114.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[AEM_YNxingkong's solution](#)

115.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math, strings

[AEM_YNxingkong's solution](#)

116.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AEM_YNxingkong's solution](#)

117.

2069C

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

Quality: 14,828 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[AEM_YNxingkong's solution](#)

118.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[AEM_YNxingkong's solution](#)

119.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AEM_YNxingkong's solution](#)

120.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AEM_YNxingkong's solution](#)

121.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[AEM_YNxingkong's solution](#)

122.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AEM_YNxingkong's solution](#)

123.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[AEM_YNxingkong's solution](#)

124.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[AEM_YNxingkong's solution](#)

125.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AEM_YNxingkong's solution](#)

126.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[AEM_YNxingkong's solution](#)

127.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[AEM_YNxingkong's solution](#)

128.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[AEM_YNxingkong's solution](#)

129.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[AEM_YNxingkong's solution](#)

130.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[AEM_YNxingkong's solution](#)

131.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[AEM_YNxingkong's solution](#)

132.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[AEM_YNxingkong's solution](#)

133.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[AEM_YNxingkong's solution](#)

134.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[AEM_YNxingkong's solution](#)

135.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[AEM_YNxingkong's solution](#)

136.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[AEM_YNxingkong's solution](#)

137.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[AEM_YNxingkong's solution](#)

138.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AEM_YNxingkong's solution](#)

139.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[AEM_YNxingkong's solution](#)

140.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[AEM_YNxingkong's solution](#)

141.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[AEM_YNxingkong's solution](#)

142.

1203D2

[Remove the Substring \(hard version\) · Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[AEM_YNxingkong's solution](#)

143.

2071C

[Trapmignano Reggiano · Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[AEM_YNxingkong's solution](#)

144.

2031D

[Penchick and Desert Rabbit · Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[AEM_YNxingkong's solution](#)

145.

2029C

[New Rating · Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[AEM_YNxingkong's solution](#)

146.

2023B

[Skipping · Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[AEM_YNxingkong's solution](#)

147.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[AEM_YNxingkong's solution](#)

148.

2018C

[Tree Pruning · Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[AEM_YNxingkong's solution](#)

149.

2007D

[Iris and Game on the Tree · Tutorial](#)

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[AEM_YNxingkong's solution](#)

150.

331B1

[Shave Beaver! · Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AEM_YNxingkong's solution](#)

151.

1975D

[Paint the Tree · Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[AEM_YNxingkong's solution](#)

152.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[AEM_YNxingkong's solution](#)

153.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[AEM_YNxingkong's solution](#)

154.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[AEM_YNxingkong's solution](#)

155.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[AEM_YNxingkong's solution](#)

156.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[AEM_YNxingkong's solution](#)

157.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

158.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

159.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 1800 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

160.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[AEM_YNxingkong's solution](#)

161.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[AEM_YNxingkong's solution](#)

162.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AEM_YNxingkong's solution](#)

163.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[AEM_YNxingkong's solution](#)

164.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[AEM_YNxingkong's solution](#)

165.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[AEM_YNxingkong's solution](#)

166.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[AEM_YNxingkong's solution](#)

167.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AEM_YNxingkong's solution](#)

168.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[AEM_YNxingkong's solution](#)

169.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AEM_YNxingkong's solution](#)

170.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[AEM_YNxingkong's solution](#)

171.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees

[AEM_YNxingkong's solution](#)

172.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AEM_YNxingkong's solution](#)

173.

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[AEM_YNxingkong's solution](#)

174.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[AEM_YNxingkong's solution](#)

175.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AEM_YNxingkong's solution](#)

176.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AEM_YNxingkong's solution](#)

177.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AEM_YNxingkong's solution](#)

178.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AEM_YNxingkong's solution](#)

179.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[AEM_YNxingkong's solution](#)

180.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings

[AEM_YNxingkong's solution](#)

181.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[AEM_YNxingkong's solution](#)

182.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[AEM_YNxingkong's solution](#)

183.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[AEM_YNxingkong's solution](#)

184.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[AEM_YNxingkong's solution](#)

185.

2064D

[Eating · Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[AEM_YNxingkong's solution](#)

186.

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[AEM_YNxingkong's solution](#)

187.

1055C

[Lucky Days · Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AEM_YNxingkong's solution](#)

188.

510D

[Fox And Jumping · Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[AEM_YNxingkong's solution](#)

189.

2026D

[Sums of Segments · Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[AEM_YNxingkong's solution](#)

190.

2001D

[Longest Max Min Subsequence · Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[AEM_YNxingkong's solution](#)

191.

1998C

[Perform Operations to Maximize Score · Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[AEM_YNxingkong's solution](#)

192.

550D

[Regular Bridge · Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[AEM_YNxingkong's solution](#)

193.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[AEM_YNxingkong's solution](#)

194.

490D

[Chocolate · Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[AEM_YNxingkong's solution](#)

195.

472D

[Design Tutorial: Inverse the Problem · Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[AEM_YNxingkong's solution](#)

196.

1117C

[Magic Ship · Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[AEM_YNxingkong's solution](#)

197.

448C

[Painting Fence · Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[AEM_YNxingkong's solution](#)

198.

353B

[Two Heaps · Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[AEM_YNxingkong's solution](#)

199.

372B

[Counting Rectangles is Fun · Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[AEM_YNxingkong's solution](#)

200.

331B2

[Shave Beaver! · Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

201.

622D

[Optimal Number Permutation · Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AEM_YNxingkong's solution](#)

202.

327D

[Block Tower · Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AEM_YNxingkong's solution](#)

203.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[AEM_YNxingkong's solution](#)

204.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

205.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[AEM_YNxingkong's solution](#)

206.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[AEM_YNxingkong's solution](#)

207.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

208.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AEM_YNxingkong's solution](#)

209.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[AEM_YNxingkong's solution](#)

210.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2023-08-16 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[AEM_YNxingkong's solution](#)

211.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[AEM_YNxingkong's solution](#)

212.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs, greedy

[AEM_YNxingkong's solution](#)

213.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[AEM_YNxingkong's solution](#)

214.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[AEM_YNxingkong's solution](#)

215.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[AEM_YNxingkong's solution](#)

216.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[AEM_YNxingkong's solution](#)

217.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[AEM_YNxingkong's solution](#)

218.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[AEM_YNxingkong's solution](#)

219.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[AEM_YNxingkong's solution](#)

220.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[AEM_YNxingkong's solution](#)

221.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[AEM_YNxingkong's solution](#)

222.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[AEM_YNxingkong's solution](#)

223.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[AEM_YNxingkong's solution](#)

224.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[AEM_YNxingkong's solution](#)

225.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[AEM_YNxingkong's solution](#)

226.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[AEM_YNxingkong's solution](#)

227.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[AEM_YNxingkong's solution](#)

228.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[AEM_YNxingkong's solution](#)

229.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[AEM_YNxingkong's solution](#)

230.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[AEM_YNxingkong's solution](#)

231.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AEM_YNxingkong's solution](#)

232.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[AEM_YNxingkong's solution](#)

233.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[AEM_YNxingkong's solution](#)

234.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[AEM_YNxingkong's solution](#)

235.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[AEM_YNxingkong's solution](#)

236.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AEM_YNxingkong's solution](#)

237.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[AEM_YNxingkong's solution](#)

238.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[AEM_YNxingkong's solution](#)

239.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2023-11-06 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AEM_YNxingkong's solution](#)

240.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[AEM_YNxingkong's solution](#)

241.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

242.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[AEM_YNxingkong's solution](#)

243.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[AEM_YNxingkong's solution](#)

244.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[AEM_YNxingkong's solution](#)

245.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, probabilities

[AEM_YNxingkong's solution](#)

246.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

247.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

248.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

249.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[AEM_YNxingkong's solution](#)

250.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[AEM_YNxingkong's solution](#)

251.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[AEM_YNxingkong's solution](#)

252.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[AEM_YNxingkong's solution](#)

253.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AEM_YNxingkong's solution](#)

254.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[AEM_YNxingkong's solution](#)

255.

2031E

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

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

[AEM_YNxingkong's solution](#)

256.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[AEM_YNxingkong's solution](#)

257.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[AEM_YNxingkong's solution](#)

258.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[AEM_YNxingkong's solution](#)

259.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[AEM_YNxingkong's solution](#)

260.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[AEM_YNxingkong's solution](#)

261.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

262.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[AEM_YNxingkong's solution](#)

263.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[AEM_YNxingkong's solution](#)

264.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AEM_YNxingkong's solution](#)

265.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AEM_YNxingkong's solution](#)

266.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

267.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[AEM_YNxingkong's solution](#)

268.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[AEM_YNxingkong's solution](#)

269.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[AEM_YNxingkong's solution](#)

270.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[AEM_YNxingkong's solution](#)

271.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[AEM_YNxingkong's solution](#)

272.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AEM_YNxingkong's solution](#)

273.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[AEM_YNxingkong's solution](#)

274.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[AEM_YNxingkong's solution](#)

275.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[AEM_YNxingkong's solution](#)

276.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[AEM_YNxingkong's solution](#)

277.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[AEM_YNxingkong's solution](#)

278.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[AEM_YNxingkong's solution](#)

279.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[AEM_YNxingkong's solution](#)

280.

2113D

[Cheater](#) · [Tutorial](#)

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

[AEM_YNxingkong's solution](#)

281.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[AEM_YNxingkong's solution](#)

282.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[AEM_YNxingkong's solution](#)

283.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[AEM_YNxingkong's solution](#)

284.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AEM_YNxingkong's solution](#)

285.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[AEM_YNxingkong's solution](#)

286.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AEM_YNxingkong's solution](#)

287.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[AEM_YNxingkong's solution](#)

288.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AEM_YNxingkong's solution](#)

289.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[AEM_YNxingkong's solution](#)

290.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[AEM_YNxingkong's solution](#)

291.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AEM_YNxingkong's solution](#)

292.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[AEM_YNxingkong's solution](#)

293.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[AEM_YNxingkong's solution](#)

294.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[AEM_YNxingkong's solution](#)

295.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[AEM_YNxingkong's solution](#)

296.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[AEM_YNxingkong's solution](#)

297.

402E

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

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math
[AEM_YNxingkong's solution](#)

298.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[AEM_YNxingkong's solution](#)

299.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[AEM_YNxingkong's solution](#)

300.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2024-06-03 · Python 3 (first AC) · Tags: constructive algorithms, math
[AEM_YNxingkong's solution](#)

301.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[AEM_YNxingkong's solution](#)

302.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry
[AEM_YNxingkong's solution](#)

303.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[AEM_YNxingkong's solution](#)

304.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AEM_YNxingkong's solution](#)

305.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[AEM_YNxingkong's solution](#)

306.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

307.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[AEM_YNxingkong's solution](#)

308.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[AEM_YNxingkong's solution](#)

309.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[AEM_YNxingkong's solution](#)

310.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, strings

[AEM_YNxingkong's solution](#)

311.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[AEM_YNxingkong's solution](#)

312.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[AEM_YNxingkong's solution](#)

313.

1919F1

[Wine Factory \(Easy Version\) · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[AEM_YNxingkong's solution](#)

314.

808E

[Selling Souvenirs · Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, ternary search
[AEM_YNxingkong's solution](#)

315.

1422D

[Returning Home · Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, sortings
[AEM_YNxingkong's solution](#)

316.

1270E

[Divide Points · Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[AEM_YNxingkong's solution](#)

317.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[AEM_YNxingkong's solution](#)

318.

1156F

[Card Bag · Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[AEM_YNxingkong's solution](#)

319.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[AEM_YNxingkong's solution](#)

320.

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[AEM_YNxingkong's solution](#)

321.

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AEM_YNxingkong's solution](#)

322.

2063E

[Triangle Tree · Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[AEM_YNxingkong's solution](#)

323.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AEM_YNxingkong's solution](#)

324.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AEM_YNxingkong's solution](#)

325.

1600F

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

Quality: 616 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[AEM_YNxingkong's solution](#)

326.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[AEM_YNxingkong's solution](#)

327.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[AEM_YNxingkong's solution](#)

328.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AEM_YNxingkong's solution](#)

329.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AEM_YNxingkong's solution](#)

330.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

331.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AEM_YNxingkong's solution](#)

332.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[AEM_YNxingkong's solution](#)

333.

713C

[Sonya and Problem Without a Legend](#) · Tutorial

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[AEM_YNxingkong's solution](#)

334.

628E

[Zbazi in Zeydabad](#) · Tutorial

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AEM_YNxingkong's solution](#)

335.

960E

[Alternating Tree](#) · Tutorial

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[AEM_YNxingkong's solution](#)

336.

1468M

[Similar Sets](#) · Tutorial

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[AEM_YNxingkong's solution](#)

337.

444B

[DZY Loves FFT](#) · Tutorial

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[AEM_YNxingkong's solution](#)

338.

1009F

[Dominant Indices](#) · Tutorial

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[AEM_YNxingkong's solution](#)

339.

893F

[Subtree Minimum Query](#) · Tutorial

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[AEM_YNxingkong's solution](#)

340.

558E

[A Simple Task](#) · Tutorial

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[AEM_YNxingkong's solution](#)

341.

600E

[Lomsat gelral](#) · Tutorial

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AEM_YNxingkong's solution](#)

342.

877F

[Ann and Books](#) · Tutorial

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[AEM_YNxingkong's solution](#)

343.

915E

[Physical Education Lessons](#) · Tutorial

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[AEM_YNxingkong's solution](#)

344.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[AEM_YNxingkong's solution](#)

345.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AEM_YNxingkong's solution](#)

346.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[AEM_YNxingkong's solution](#)

347.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

348.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[AEM_YNxingkong's solution](#)

349.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[AEM_YNxingkong's solution](#)

350.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

351.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[AEM_YNxingkong's solution](#)

352.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[AEM_YNxingkong's solution](#)

353.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[AEM_YNxingkong's solution](#)

354.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[AEM_YNxingkong's solution](#)

355.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[AEM_YNxingkong's solution](#)

356.

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[AEM_YNxingkong's solution](#)

357.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

358.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[AEM_YNxingkong's solution](#)

359.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[AEM_YNxingkong's solution](#)

360.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs

[AEM_YNxingkong's solution](#)

361.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[AEM_YNxingkong's solution](#)

362.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[AEM_YNxingkong's solution](#)

363.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[AEM_YNxingkong's solution](#)

364.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AEM_YNxingkong's solution](#)

365.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

366.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AEM_YNxingkong's solution](#)

367.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[AEM_YNxingkong's solution](#)

368.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[AEM_YNxingkong's solution](#)

369.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[AEM_YNxingkong's solution](#)

370.

915F

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Quality: 3,055 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[AEM_YNxingkong's solution](#)

371.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

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372.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[AEM_YNxingkong's solution](#)

373.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

374.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[AEM_YNxingkong's solution](#)

375.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[AEM_YNxingkong's solution](#)

376.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[AEM_YNxingkong's solution](#)

377.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[AEM_YNxingkong's solution](#)

378.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[AEM_YNxingkong's solution](#)

379.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[AEM_YNxingkong's solution](#)

380.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

381.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

382.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

383.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

384.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[AEM_YNxingkong's solution](#)

385.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[AEM_YNxingkong's solution](#)

386.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[AEM_YNxingkong's solution](#)

387.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[AEM_YNxingkong's solution](#)

388.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[AEM_YNxingkong's solution](#)

389.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[AEM_YNxingkong's solution](#)

390.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[AEM_YNxingkong's solution](#)

391.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[AEM_YNxingkong's solution](#)

392.

884F

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

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-12-15 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy

[AEM_YNxingkong's solution](#)

393.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[AEM_YNxingkong's solution](#)

394.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings
[AEM_YNxingkong's solution](#)

395.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[AEM_YNxingkong's solution](#)

396.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar
[AEM_YNxingkong's solution](#)

397.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[AEM_YNxingkong's solution](#)

398.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AEM_YNxingkong's solution](#)

399.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[AEM_YNxingkong's solution](#)

400.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, strings
[AEM_YNxingkong's solution](#)

401.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings
[AEM_YNxingkong's solution](#)

402.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs
[AEM_YNxingkong's solution](#)

403.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[AEM_YNxingkong's solution](#)

404.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[AEM_YNxingkong's solution](#)

405.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AEM_YNxingkong's solution](#)

406.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AEM_YNxingkong's solution](#)

407.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[AEM_YNxingkong's solution](#)

408.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[AEM_YNxingkong's solution](#)

409.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[AEM_YNxingkong's solution](#)

410.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[AEM_YNxingkong's solution](#)

411.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[AEM_YNxingkong's solution](#)

412.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

413.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AEM_YNxingkong's solution](#)

414.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

415.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[AEM_YNxingkong's solution](#)

416.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[AEM_YNxingkong's solution](#)

417.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[AEM_YNxingkong's solution](#)

418.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[AEM_YNxingkong's solution](#)

419.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[AEM_YNxingkong's solution](#)

420.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[AEM_YNxingkong's solution](#)

421.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

422.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[AEM_YNxingkong's solution](#)

423.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[AEM_YNxingkong's solution](#)

424.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

425.

778C

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

Quality: 984 global accepts · Rating: 2500 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[AEM_YNxingkong's solution](#)

426.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AEM_YNxingkong's solution](#)

427.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

428.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AEM_YNxingkong's solution](#)

429.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math

[AEM_YNxingkong's solution](#)

430.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AEM_YNxingkong's solution](#)

431.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[AEM_YNxingkong's solution](#)

432.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[AEM_YNxingkong's solution](#)

433.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[AEM_YNxingkong's solution](#)

434.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AEM_YNxingkong's solution](#)

435.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[AEM_YNxingkong's solution](#)

436.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[AEM_YNxingkong's solution](#)

437.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-12-23 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[AEM_YNxingkong's solution](#)

438.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-12-16 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AEM_YNxingkong's solution](#)

439.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2025-12-12 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, trees

[AEM_YNxingkong's solution](#)

440.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[AEM_YNxingkong's solution](#)

441.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[AEM_YNxingkong's solution](#)

442.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[AEM_YNxingkong's solution](#)

443.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[AEM_YNxingkong's solution](#)

444.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[AEM_YNxingkong's solution](#)

445.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2025-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[AEM_YNxingkong's solution](#)

446.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[AEM_YNxingkong's solution](#)

447.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[AEM_YNxingkong's solution](#)

448.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[AEM_YNxingkong's solution](#)

449.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AEM_YNxingkong's solution](#)

450.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[AEM_YNxingkong's solution](#)

451.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[AEM_YNxingkong's solution](#)

452.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AEM_YNxingkong's solution](#)

453.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[AEM_YNxingkong's solution](#)

454.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[AEM_YNxingkong's solution](#)

455.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[AEM_YNxingkong's solution](#)

456.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[AEM_YNxingkong's solution](#)

457.

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[AEM_YNxingkong's solution](#)

458.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[AEM_YNxingkong's solution](#)

459.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AEM_YNxingkong's solution](#)

460.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[AEM_YNxingkong's solution](#)

461.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AEM_YNxingkong's solution](#)

462.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[AEM_YNxingkong's solution](#)

463.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[AEM_YNxingkong's solution](#)

464.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[AEM_YNxingkong's solution](#)

465.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AEM_YNxingkong's solution](#)

466.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[AEM_YNxingkong's solution](#)

467.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[AEM_YNxingkong's solution](#)

468.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[AEM_YNxingkong's solution](#)

469.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[AEM_YNxingkong's solution](#)

470.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[AEM_YNxingkong's solution](#)

471.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[AEM_YNxingkong's solution](#)

472.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AEM_YNxingkong's solution](#)

473.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[AEM_YNxingkong's solution](#)

474.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-12-19 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[AEM_YNxingkong's solution](#)

475.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2025-12-16 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

476.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-12-12 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[AEM_YNxingkong's solution](#)

477.

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-12-15 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[AEM_YNxingkong's solution](#)

478.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[AEM_YNxingkong's solution](#)

479.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[AEM_YNxingkong's solution](#)

480.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[AEM_YNxingkong's solution](#)

481.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[AEM_YNxingkong's solution](#)

482.

1789F

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

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

[AEM_YNxingkong's solution](#)

483.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[AEM_YNxingkong's solution](#)

484.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[AEM_YNxingkong's solution](#)

485.

1672H

[Zigu Zagu](#) · [Tutorial](#)

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

structures, greedy

[AEM_YNxingkong's solution](#)

486.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[AEM_YNxingkong's solution](#)

487.

1866E

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

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

488.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[AEM_YNxingkong's solution](#)

489.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[AEM_YNxingkong's solution](#)

490.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[AEM_YNxingkong's solution](#)

491.

2026F

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

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[AEM_YNxingkong's solution](#)

492.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

493.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[AEM_YNxingkong's solution](#)

494.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[AEM_YNxingkong's solution](#)

495.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

496.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[AEM_YNxingkong's solution](#)

497.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[AEM_YNxingkong's solution](#)

498.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

499.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-11-30 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[AEM_YNxingkong's solution](#)

500.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[AEM_YNxingkong's solution](#)

501.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2026-04-03 · last AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[AEM_YNxingkong's solution](#)

502.

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

[AEM_YNxingkong's solution](#)

503.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-12-25 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AEM_YNxingkong's solution](#)

504.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[AEM_YNxingkong's solution](#)

505.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math

[AEM_YNxingkong's solution](#)

506.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[AEM_YNxingkong's solution](#)

507.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[AEM_YNxingkong's solution](#)

508.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-12-24 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

509.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-12-23 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[AEM_YNxingkong's solution](#)

510.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-12-18 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

511.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-12-17 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[AEM_YNxingkong's solution](#)

512.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2025-12-16 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[AEM_YNxingkong's solution](#)

513.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-07-23 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AEM_YNxingkong's solution](#)

514.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-12-12 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[AEM_YNxingkong's solution](#)

515.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2025-12-10 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, data structures, trees
[AEM_YNxingkong's solution](#)

516.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[AEM_YNxingkong's solution](#)

517.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[AEM_YNxingkong's solution](#)

518.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AEM_YNxingkong's solution](#)

519.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[AEM_YNxingkong's solution](#)

520.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[AEM_YNxingkong's solution](#)

521.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[AEM_YNxingkong's solution](#)

522.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[AEM_YNxingkong's solution](#)

523.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[AEM_YNxingkong's solution](#)

524.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

525.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[AEM_YNxingkong's solution](#)

526.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[AEM_YNxingkong's solution](#)

527.

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[AEM_YNxingkong's solution](#)

528.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, math

[AEM_YNxingkong's solution](#)

529.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[AEM_YNxingkong's solution](#)

530.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[AEM_YNxingkong's solution](#)

531.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[AEM_YNxingkong's solution](#)

532.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[AEM_YNxingkong's solution](#)

533.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-12-31 · last AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AEM_YNxingkong's solution](#)

534.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-12-25 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, math, matrices

[AEM_YNxingkong's solution](#)

535.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2025-12-25 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy

[AEM_YNxingkong's solution](#)

536.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2025-12-24 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[AEM_YNxingkong's solution](#)

537.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-12-23 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AEM_YNxingkong's solution](#)

538.

1500D

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

Quality: 587 global accepts · Rating: 2900 · first AC: 2025-12-16 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[AEM_YNxingkong's solution](#)

539.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-12-16 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[AEM_YNxingkong's solution](#)

540.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2025-12-09 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices

[AEM_YNxingkong's solution](#)

541.

1528E

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

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-12-09 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[AEM_YNxingkong's solution](#)

542.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

543.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[AEM_YNxingkong's solution](#)

544.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[AEM_YNxingkong's solution](#)

545.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[AEM_YNxingkong's solution](#)

546.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[AEM_YNxingkong's solution](#)

547.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

548.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[AEM_YNxingkong's solution](#)

549.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[AEM_YNxingkong's solution](#)

550.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[AEM_YNxingkong's solution](#)

551.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

552.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[AEM_YNxingkong's solution](#)

553.

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[AEM_YNxingkong's solution](#)

554.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[AEM_YNxingkong's solution](#)

555.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AEM_YNxingkong's solution](#)

556.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AEM_YNxingkong's solution](#)

557.

1479D

[Odd Mineral Resource](#) · Tutorial

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[AEM_YNxingkong's solution](#)

558.

1019C

[Sergey's problem](#) · Tutorial

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[AEM_YNxingkong's solution](#)

559.

1868D

[Flower-like Pseudotree](#) · Tutorial

Quality: 375 global accepts · Rating: 3000 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[AEM_YNxingkong's solution](#)

560.

1779G

[The Game of the Century](#) · Tutorial

Quality: 387 global accepts · Rating: 3000 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AEM_YNxingkong's solution](#)

561.

1854E

[Game Bundles](#) · Tutorial

Quality: 526 global accepts · Rating: 3000 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[AEM_YNxingkong's solution](#)

562.

1844G

[Tree Weights](#) · Tutorial

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[AEM_YNxingkong's solution](#)

563.

1906C

[Cursed Game](#) · Tutorial

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[AEM_YNxingkong's solution](#)

564.

1824D

[LuoTianyi and the Function](#) · Tutorial

Quality: 655 global accepts · Rating: 3000 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

565.

1874E

[Jellyfish and Hack](#) · Tutorial

Quality: 574 global accepts · Rating: 3000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[AEM_YNxingkong's solution](#)

566.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-12-19 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, trees

[AEM_YNxingkong's solution](#)

567.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-12-15 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[AEM_YNxingkong's solution](#)

568.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2025-12-16 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

569.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-12-12 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[AEM_YNxingkong's solution](#)

570.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[AEM_YNxingkong's solution](#)

571.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, trees

[AEM_YNxingkong's solution](#)

572.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[AEM_YNxingkong's solution](#)

573.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[AEM_YNxingkong's solution](#)

574.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-04-22 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[AEM_YNxingkong's solution](#)

575.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[AEM_YNxingkong's solution](#)

576.

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[AEM_YNxingkong's solution](#)

577.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-11-08 · last AC: 2025-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[AEM_YNxingkong's solution](#)

578.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[AEM_YNxingkong's solution](#)

579.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AEM_YNxingkong's solution](#)

580.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[AEM_YNxingkong's solution](#)

581.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[AEM_YNxingkong's solution](#)

582.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[AEM_YNxingkong's solution](#)

583.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[AEM_YNxingkong's solution](#)

584.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[AEM_YNxingkong's solution](#)

585.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[AEM_YNxingkong's solution](#)

586.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[AEM_YNxingkong's solution](#)

587.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[AEM_YNxingkong's solution](#)

588.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-12-19 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[AEM_YNxingkong's solution](#)

589.

1383C

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

Quality: 663 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, trees

[AEM_YNxingkong's solution](#)

590.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2026-01-20 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[AEM_YNxingkong's solution](#)

591.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2026-01-20 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[AEM_YNxingkong's solution](#)

592.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices, probabilities

[AEM_YNxingkong's solution](#)

593.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2024-08-27 · last AC: 2025-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[AEM_YNxingkong's solution](#)

594.

1647F

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

Quality: 543 global accepts · Rating: 3100 · first AC: 2025-12-17 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[AEM_YNxingkong's solution](#)

595.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2025-08-24 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[AEM_YNxingkong's solution](#)

596.

1119G

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

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[AEM_YNxingkong's solution](#)

597.

521E

[Cycling City](#) · Tutorial

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[AEM_YNxingkong's solution](#)

598.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[AEM_YNxingkong's solution](#)

599.

1503E

[2-Coloring](#) · Tutorial

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AEM_YNxingkong's solution](#)

600.

176E

[Archaeology](#) · Tutorial

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AEM_YNxingkong's solution](#)

601.

1866F

[Freak Joker Process](#) · Tutorial

Quality: 155 global accepts · Rating: 3100 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[AEM_YNxingkong's solution](#)

602.

765F

[Souvenirs](#) · Tutorial

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

603.

896E

[Welcome home, Chtholly](#) · Tutorial

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[AEM_YNxingkong's solution](#)

604.

1767F

[Two Subtrees](#) · Tutorial

Quality: 431 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[AEM_YNxingkong's solution](#)

605.

1476G

[Minimum Difference](#) · Tutorial

Quality: 740 global accepts · Rating: 3100 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

hashing, sortings, two pointers
[AEM_YNxingkong's solution](#)

606.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[AEM_YNxingkong's solution](#)

607.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[AEM_YNxingkong's solution](#)

608.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[AEM_YNxingkong's solution](#)

609.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

610.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[AEM_YNxingkong's solution](#)

611.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

612.

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-12-26 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, matrices

[AEM_YNxingkong's solution](#)

613.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2025-12-24 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[AEM_YNxingkong's solution](#)

614.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[AEM_YNxingkong's solution](#)

615.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AEM_YNxingkong's solution](#)

616.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[AEM_YNxingkong's solution](#)

617.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[AEM_YNxingkong's solution](#)

618.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry

[AEM_YNxingkong's solution](#)

619.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AEM_YNxingkong's solution](#)

620.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[AEM_YNxingkong's solution](#)

621.

1556G

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

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[AEM_YNxingkong's solution](#)

622.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[AEM_YNxingkong's solution](#)

623.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[AEM_YNxingkong's solution](#)

624.

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[AEM_YNxingkong's solution](#)

625.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

626.

1368H1

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

Quality: 457 global accepts · Rating: 3300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy
[AEM_YNxingkong's solution](#)

627.

582D

[Number of Binominal Coefficients · Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[AEM_YNxingkong's solution](#)

628.

1630F

[Making It Bipartite · Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory
[AEM_YNxingkong's solution](#)

629.

1515I

[Phoenix and Diamonds · Tutorial](#)

Quality: 427 global accepts · Rating: 3400 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[AEM_YNxingkong's solution](#)

630.

1827E

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631.

917E

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632.

1119F

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633.

1548E

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634.

1580E

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Quality: 124 global accepts · Rating: 3400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths
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635.

741E

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636.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

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637.

1503F

[Balance the Cards](#) · [Tutorial](#)

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638.

1893E

[Cacti Symphony](#) · [Tutorial](#)

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639.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

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640.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-12-19 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[AEM_YNxingkong's solution](#)

641.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[AEM_YNxingkong's solution](#)

642.

1464F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[AEM_YNxingkong's solution](#)

643.

1523H

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

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[AEM_YNxingkong's solution](#)

644.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[AEM_YNxingkong's solution](#)

645.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[AEM_YNxingkong's solution](#)

646.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2025-12-15 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

647.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AEM_YNxingkong's solution](#)

648.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-03-19 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[AEM_YNxingkong's solution](#)

649.

1368H2

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

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AEM_YNxingkong's solution](#)

650.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[AEM_YNxingkong's solution](#)

651.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[AEM_YNxingkong's solution](#)

652.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[AEM_YNxingkong's solution](#)

653.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[AEM_YNxingkong's solution](#)

654.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[AEM_YNxingkong's solution](#)

655.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[AEM_YNxingkong's solution](#)