

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — BaoJiaoPisu

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

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

Filters: none

Count: 1,648

- 1.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[BaoJiaoPisu's solution](#)
- 2.**
2062A
[String](#) · [Tutorial](#)
Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[BaoJiaoPisu's solution](#)
- 3.**
2084A
[Max and Mod](#) · [Tutorial](#)
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[BaoJiaoPisu's solution](#)
- 4.**
2038J
[Waiting for...](#) · [Tutorial](#)
Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[BaoJiaoPisu's solution](#)
- 5.**
2038N
[Fixing the Expression](#) · [Tutorial](#)
Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[BaoJiaoPisu's solution](#)
- 6.**
1734A
[Select Three Sticks](#) · [Tutorial](#)
Quality: 22,407 global accepts · Rating: 800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[BaoJiaoPisu's solution](#)
- 7.**
2035A
[Sliding](#) · [Tutorial](#)
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[BaoJiaoPisu's solution](#)
- 8.**
2021A
[Meaning Mean](#) · [Tutorial](#)
Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[BaoJiaoPisu's solution](#)
- 9.**
2019A
[Max Plus Size](#) · [Tutorial](#)
Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[BaoJiaoPisu's solution](#)

10.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

11.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

12.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BaoJiaoPisu's solution](#)

13.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[BaoJiaoPisu's solution](#)

14.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

15.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[BaoJiaoPisu's solution](#)

16.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[BaoJiaoPisu's solution](#)

17.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[BaoJiaoPisu's solution](#)

18.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[BaoJiaoPisu's solution](#)

19.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

20.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

21.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[BaoJiaoPisu's solution](#)

22.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

23.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,243 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BaoJiaoPisu's solution](#)

24.

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BaoJiaoPisu's solution](#)

25.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

26.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

27.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[BaoJiaoPisu's solution](#)

28.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,352 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[BaoJiaoPisu's solution](#)

29.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[BaoJiaoPisu's solution](#)

30.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

31.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[BaoJiaoPisu's solution](#)

32.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,276 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

33.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[BaoJiaoPisu's solution](#)

34.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

35.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

36.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

37.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

38.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[BaoJiaoPisu's solution](#)

39.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

40.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BaoJiaoPisu's solution](#)

41.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

42.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

43.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[BaoJiaoPisu's solution](#)

44.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

45.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

46.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[BaoJiaoPisu's solution](#)

47.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

48.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

49.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

50.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[BaoJiaoPisu's solution](#)

51.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

52.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[BaoJiaoPisu's solution](#)

53.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[BaoJiaoPisu's solution](#)

54.

1783A

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

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[BaoJiaoPisu's solution](#)

55.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[BaoJiaoPisu's solution](#)

56.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[BaoJiaoPisu's solution](#)

57.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[BaoJiaoPisu's solution](#)

58.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[BaoJiaoPisu's solution](#)

59.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[BaoJiaoPisu's solution](#)

60.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[BaoJiaoPisu's solution](#)

61.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[BaoJiaoPisu's solution](#)

62.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[BaoJiaoPisu's solution](#)

63.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

64.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

65.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

66.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

67.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

68.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

69.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

70.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

71.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

72.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

73.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

74.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

75.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

76.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[BaoJiaoPisu's solution](#)

77.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[BaoJiaoPisu's solution](#)

78.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

79.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BaoJiaoPisu's solution](#)

80.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BaoJiaoPisu's solution](#)

81.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

82.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

83.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

84.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

85.

1633A

[Div. 7 · Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[BaoJiaoPisu's solution](#)

86.

1626A

[Equidistant Letters · Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[BaoJiaoPisu's solution](#)

87.

1627A

[Not Shading · Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

88.

1625A

[Ancient Civilization · Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BaoJiaoPisu's solution](#)

89.

1624A

[Plus One on the Subset · Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

90.

1621A

[Stable Arrangement of Rooks · Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

91.

1623A

[Robot Cleaner · Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[BaoJiaoPisu's solution](#)

92.

1616A

[Integer Diversity · Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

93.

1622A

[Construct a Rectangle · Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[BaoJiaoPisu's solution](#)

94.

1615A

[Closing The Gap · Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

95.

1591A

[Life of a Flower · Tutorial](#)

Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

96.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

97.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

98.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[BaoJiaoPisu's solution](#)

99.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BaoJiaoPisu's solution](#)

100.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

101.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[BaoJiaoPisu's solution](#)

102.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

103.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[BaoJiaoPisu's solution](#)

104.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

105.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[BaoJiaoPisu's solution](#)

106.

1589A

[Mathematical Addition](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

107.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

108.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

109.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

110.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

111.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

112.

1586A

[Windblume Ode](#) · [Tutorial](#)

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

[BaoJiaoPisu's solution](#)

113.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

114.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[BaoJiaoPisu's solution](#)

115.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

116.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[BaoJiaoPisu's solution](#)

117.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[BaoJiaoPisu's solution](#)

118.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

119.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

120.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

121.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[BaoJiaoPisu's solution](#)

122.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

123.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

124.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[BaoJiaoPisu's solution](#)

125.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-10-01 · last AC: 2021-06-24 · GNU C++11 (first AC) · Tags: brute force

[BaoJiaoPisu's solution](#)

126.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[BaoJiaoPisu's solution](#)

127.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

128.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

129.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

130.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-10-14 · last AC: 2021-06-09 · GNU C++11 (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

131.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

132.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

133.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[BaoJiaoPisu's solution](#)

134.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2021-05-12 · GNU C++11 (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

135.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2021-05-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

136.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

137.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[BaoJiaoPisu's solution](#)

138.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2021-05-10 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[BaoJiaoPisu's solution](#)

139.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2021-05-10 · GNU C++11 (first AC) · Tags: geometry, math

[BaoJiaoPisu's solution](#)

140.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-23 · last AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

141.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[BaoJiaoPisu's solution](#)

142.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

143.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,631 global accepts · Rating: 800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[BaoJiaoPisu's solution](#)

144.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,457 global accepts · Rating: 800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

145.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

146.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

147.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

148.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[BaoJiaoPisu's solution](#)

149.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

150.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

151.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

152.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

153.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

154.

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

155.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

156.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,124 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

157.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

158.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

159.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

160.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

161.

1352A

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

Quality: 104,115 global accepts · Rating: 800 · first AC: 2020-09-13 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

162.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

163.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

164.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

165.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[BaoJiaoPisu's solution](#)

166.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

167.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

168.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · last AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

169.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

170.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

171.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

172.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

173.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

174.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

175.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[BaoJiaoPisu's solution](#)

176.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-21 · last AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

177.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

178.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

179.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[BaoJiaoPisu's solution](#)

180.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[BaoJiaoPisu's solution](#)

181.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[BaoJiaoPisu's solution](#)

182.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

183.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

184.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[BaoJiaoPisu's solution](#)

185.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

186.

1337A

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

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-10-16 · last AC: 2021-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

187.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

188.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

189.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

190.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

191.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[BaoJiaoPisu's solution](#)

192.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,297 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

193.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[BaoJiaoPisu's solution](#)

194.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

195.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · last AC: 2021-03-17 · GNU C++11 (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

196.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

197.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

198.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

199.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-10-04 · last AC: 2021-03-05 · GNU C++11 (first AC) · Tags: geometry, math

[BaoJiaoPisu's solution](#)

200.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

201.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[BaoJiaoPisu's solution](#)

202.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

203.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[BaoJiaoPisu's solution](#)

204.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

205.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

206.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[BaoJiaoPisu's solution](#)

207.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

208.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

209.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

210.

1473A

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

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[BaoJiaoPisu's solution](#)

211.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

212.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[BaoJiaoPisu's solution](#)

213.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[BaoJiaoPisu's solution](#)

214.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

215.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

216.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

217.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

218.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

219.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

220.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

221.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

222.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

223.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

224.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

225.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

226.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[BaoJiaoPisu's solution](#)

227.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

228.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

229.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

230.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[BaoJiaoPisu's solution](#)

231.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: geometry, math

[BaoJiaoPisu's solution](#)

232.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

233.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

234.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BaoJiaoPisu's solution](#)

235.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

236.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

237.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

238.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

239.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

240.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

241.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

242.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[BaoJiaoPisu's solution](#)

243.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: graphs

[BaoJiaoPisu's solution](#)

244.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[BaoJiaoPisu's solution](#)

245.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

246.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BaoJiaoPisu's solution](#)

247.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[BaoJiaoPisu's solution](#)

248.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[BaoJiaoPisu's solution](#)

249.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[BaoJiaoPisu's solution](#)

250.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

251.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[BaoJiaoPisu's solution](#)

252.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

253.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

254.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

255.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

256.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

257.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

258.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

259.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

260.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

261.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

262.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[BaoJiaoPisu's solution](#)

263.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

264.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: strings

[BaoJiaoPisu's solution](#)

265.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[BaoJiaoPisu's solution](#)

266.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[BaoJiaoPisu's solution](#)

267.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[BaoJiaoPisu's solution](#)

268.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BaoJiaoPisu's solution](#)

269.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[BaoJiaoPisu's solution](#)

270.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

271.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

272.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

273.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

274.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[BaoJiaoPisu's solution](#)

275.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

276.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[BaoJiaoPisu's solution](#)

277.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,599 global accepts · Rating: 900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

278.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[BaoJiaoPisu's solution](#)

279.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

280.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

281.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

282.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

283.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

284.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[BaoJiaoPisu's solution](#)

285.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

286.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

287.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

288.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-10-16 · last AC: 2021-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

289.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[BaoJiaoPisu's solution](#)

290.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

291.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: math, sortings
[BaoJiaoPisu's solution](#)

292.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[BaoJiaoPisu's solution](#)

293.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[BaoJiaoPisu's solution](#)

294.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2021-03-08 · last AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[BaoJiaoPisu's solution](#)

295.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[BaoJiaoPisu's solution](#)

296.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[BaoJiaoPisu's solution](#)

297.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games
[BaoJiaoPisu's solution](#)

298.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[BaoJiaoPisu's solution](#)

299.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[BaoJiaoPisu's solution](#)

300.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[BaoJiaoPisu's solution](#)

301.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[BaoJiaoPisu's solution](#)

302.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

303.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

304.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

305.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[BaoJiaoPisu's solution](#)

306.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

307.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings

[BaoJiaoPisu's solution](#)

308.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

309.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: graphs

[BaoJiaoPisu's solution](#)

310.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[BaoJiaoPisu's solution](#)

311.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-07 · last AC: 2024-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

312.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[BaoJiaoPisu's solution](#)

313.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

314.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[BaoJiaoPisu's solution](#)

315.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

316.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[BaoJiaoPisu's solution](#)

317.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BaoJiaoPisu's solution](#)

318.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

319.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BaoJiaoPisu's solution](#)

320.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BaoJiaoPisu's solution](#)

321.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BaoJiaoPisu's solution](#)

322.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

323.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BaoJiaoPisu's solution](#)

324.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

325.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BaoJiaoPisu's solution](#)

326.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

327.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

328.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

329.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BaoJiaoPisu's solution](#)

330.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[BaoJiaoPisu's solution](#)

331.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[BaoJiaoPisu's solution](#)

332.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[BaoJiaoPisu's solution](#)

333.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

334.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

335.

1589B

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

Quality: 1000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

336.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

337.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[BaoJiaoPisu's solution](#)

338.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[BaoJiaoPisu's solution](#)

339.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

340.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

341.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[BaoJiaoPisu's solution](#)

342.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[BaoJiaoPisu's solution](#)

343.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

344.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

345.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[BaoJiaoPisu's solution](#)

346.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

347.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

348.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

349.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[BaoJiaoPisu's solution](#)

350.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

351.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[BaoJiaoPisu's solution](#)

352.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[BaoJiaoPisu's solution](#)

353.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

354.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

355.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

356.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

357.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · last AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[BaoJiaoPisu's solution](#)

358.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[BaoJiaoPisu's solution](#)

359.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

360.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

361.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[BaoJiaoPisu's solution](#)

362.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

363.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

364.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

365.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

366.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, math, number theory

[BaoJiaoPisu's solution](#)

367.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[BaoJiaoPisu's solution](#)

368.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

369.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

370.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[BaoJiaoPisu's solution](#)

371.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

372.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

373.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BaoJiaoPisu's solution](#)

374.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

375.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

376.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[BaoJiaoPisu's solution](#)

377.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[BaoJiaoPisu's solution](#)

378.

500A

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

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[BaoJiaoPisu's solution](#)

379.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

380.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[BaoJiaoPisu's solution](#)

381.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BaoJiaoPisu's solution](#)

382.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[BaoJiaoPisu's solution](#)

383.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

384.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

385.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[BaoJiaoPisu's solution](#)

386.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[BaoJiaoPisu's solution](#)

387.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data

structures, dp, strings

[BaoJiaoPisu's solution](#)

388.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,533 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

389.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BaoJiaoPisu's solution](#)

390.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

391.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[BaoJiaoPisu's solution](#)

392.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[BaoJiaoPisu's solution](#)

393.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

394.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[BaoJiaoPisu's solution](#)

395.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[BaoJiaoPisu's solution](#)

396.

1717B

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

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

[BaoJiaoPisu's solution](#)

397.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[BaoJiaoPisu's solution](#)

398.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[BaoJiaoPisu's solution](#)

399.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

400.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

401.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

402.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BaoJiaoPisu's solution](#)

403.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[BaoJiaoPisu's solution](#)

404.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[BaoJiaoPisu's solution](#)

405.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

406.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

407.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[BaoJiaoPisu's solution](#)

408.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

409.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

410.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

411.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

412.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[BaoJiaoPisu's solution](#)

413.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

414.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

415.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

416.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

417.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BaoJiaoPisu's solution](#)

418.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[BaoJiaoPisu's solution](#)

419.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[BaoJiaoPisu's solution](#)

420.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

421.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

422.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

423.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

424.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

425.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

426.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

427.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

428.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · last AC: 2021-03-17 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[BaoJiaoPisu's solution](#)

429.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

430.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[BaoJiaoPisu's solution](#)

431.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[BaoJiaoPisu's solution](#)

432.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[BaoJiaoPisu's solution](#)

433.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[BaoJiaoPisu's solution](#)

434.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[BaoJiaoPisu's solution](#)

435.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[BaoJiaoPisu's solution](#)

436.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[BaoJiaoPisu's solution](#)

437.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

438.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

439.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[BaoJiaoPisu's solution](#)

440.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

441.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[BaoJiaoPisu's solution](#)

442.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,028 global accepts · Rating: 1100 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[BaoJiaoPisu's solution](#)

443.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: graphs, implementation

[BaoJiaoPisu's solution](#)

444.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

445.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

446.

2021B

[Maximize Mex](#) · [Tutorial](#)

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

[BaoJiaoPisu's solution](#)

447.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

448.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BaoJiaoPisu's solution](#)

449.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[BaoJiaoPisu's solution](#)

450.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

451.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[BaoJiaoPisu's solution](#)

452.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[BaoJiaoPisu's solution](#)

453.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[BaoJiaoPisu's solution](#)

454.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[BaoJiaoPisu's solution](#)

455.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

456.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[BaoJiaoPisu's solution](#)

457.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

458.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

459.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[BaoJiaoPisu's solution](#)

460.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[BaoJiaoPisu's solution](#)

461.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

462.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

463.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

464.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[BaoJiaoPisu's solution](#)

465.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BaoJiaoPisu's solution](#)

466.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

467.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

468.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

469.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

470.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[BaoJiaoPisu's solution](#)

471.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[BaoJiaoPisu's solution](#)

472.

1586B

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

Rating: 1200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[BaoJiaoPisu's solution](#)

473.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

474.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[BaoJiaoPisu's solution](#)

475.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[BaoJiaoPisu's solution](#)

476.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[BaoJiaoPisu's solution](#)

477.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

478.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

479.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[BaoJiaoPisu's solution](#)

480.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

481.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[BaoJiaoPisu's solution](#)

482.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[BaoJiaoPisu's solution](#)

483.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[BaoJiaoPisu's solution](#)

484.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

485.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[BaoJiaoPisu's solution](#)

486.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[BaoJiaoPisu's solution](#)

487.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[BaoJiaoPisu's solution](#)

488.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2021-05-01 · last AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[BaoJiaoPisu's solution](#)

489.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[BaoJiaoPisu's solution](#)

490.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

491.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[BaoJiaoPisu's solution](#)

492.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[BaoJiaoPisu's solution](#)

493.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[BaoJiaoPisu's solution](#)

494.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[BaoJiaoPisu's solution](#)

495.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BaoJiaoPisu's solution](#)

496.

1343C

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

Quality: 44,071 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[BaoJiaoPisu's solution](#)

497.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[BaoJiaoPisu's solution](#)

498.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,768 global accepts · Rating: 1200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BaoJiaoPisu's solution](#)

499.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

500.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[BaoJiaoPisu's solution](#)

501.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[BaoJiaoPisu's solution](#)

502.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[BaoJiaoPisu's solution](#)

503.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BaoJiaoPisu's solution](#)

504.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BaoJiaoPisu's solution](#)

505.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[BaoJiaoPisu's solution](#)

506.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

507.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

508.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

509.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[BaoJiaoPisu's solution](#)

510.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[BaoJiaoPisu's solution](#)

511.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-10-04 · last AC: 2021-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[BaoJiaoPisu's solution](#)

512.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[BaoJiaoPisu's solution](#)

513.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

514.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-17 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

515.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[BaoJiaoPisu's solution](#)

516.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

517.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[BaoJiaoPisu's solution](#)

518.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

519.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

520.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[BaoJiaoPisu's solution](#)

521.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[BaoJiaoPisu's solution](#)

522.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[BaoJiaoPisu's solution](#)

523.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

524.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math

[BaoJiaoPisu's solution](#)

525.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

526.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[BaoJiaoPisu's solution](#)

527.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: graphs, implementation

[BaoJiaoPisu's solution](#)

528.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, graphs, math

[BaoJiaoPisu's solution](#)

529.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[BaoJiaoPisu's solution](#)

530.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[BaoJiaoPisu's solution](#)

531.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,336 global accepts · Rating: 1200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[BaoJiaoPisu's solution](#)

532.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[BaoJiaoPisu's solution](#)

533.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[BaoJiaoPisu's solution](#)

534.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[BaoJiaoPisu's solution](#)

535.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

536.

2021C1

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

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

[BaoJiaoPisu's solution](#)

537.

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[BaoJiaoPisu's solution](#)

538.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[BaoJiaoPisu's solution](#)

539.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[BaoJiaoPisu's solution](#)

540.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

541.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[BaoJiaoPisu's solution](#)

542.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[BaoJiaoPisu's solution](#)

543.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[BaoJiaoPisu's solution](#)

544.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

545.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[BaoJiaoPisu's solution](#)

546.

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[BaoJiaoPisu's solution](#)

547.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[BaoJiaoPisu's solution](#)

548.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

549.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

550.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[BaoJiaoPisu's solution](#)

551.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[BaoJiaoPisu's solution](#)

552.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BaoJiaoPisu's solution](#)

553.

1591C

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

Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

554.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[BaoJiaoPisu's solution](#)

555.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

556.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[BaoJiaoPisu's solution](#)

557.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[BaoJiaoPisu's solution](#)

558.

1604C

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

Rating: 1300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

559.

1602C

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

Rating: 1300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[BaoJiaoPisu's solution](#)

560.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[BaoJiaoPisu's solution](#)

561.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

562.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

563.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[BaoJiaoPisu's solution](#)

564.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[BaoJiaoPisu's solution](#)

565.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[BaoJiaoPisu's solution](#)

566.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

567.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BaoJiaoPisu's solution](#)

568.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

569.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

570.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

571.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BaoJiaoPisu's solution](#)

572.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[BaoJiaoPisu's solution](#)

573.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[BaoJiaoPisu's solution](#)

574.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[BaoJiaoPisu's solution](#)

575.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[BaoJiaoPisu's solution](#)

576.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[BaoJiaoPisu's solution](#)

577.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

578.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[BaoJiaoPisu's solution](#)

579.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

580.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[BaoJiaoPisu's solution](#)

581.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[BaoJiaoPisu's solution](#)

582.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[BaoJiaoPisu's solution](#)

583.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[BaoJiaoPisu's solution](#)

584.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

585.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[BaoJiaoPisu's solution](#)

586.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

587.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[BaoJiaoPisu's solution](#)

588.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[BaoJiaoPisu's solution](#)

589.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

590.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[BaoJiaoPisu's solution](#)

591.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[BaoJiaoPisu's solution](#)

592.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BaoJiaoPisu's solution](#)

593.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[BaoJiaoPisu's solution](#)

594.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[BaoJiaoPisu's solution](#)

595.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[BaoJiaoPisu's solution](#)

596.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[BaoJiaoPisu's solution](#)

597.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

598.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

599.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: graphs

[BaoJiaoPisu's solution](#)

600.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[BaoJiaoPisu's solution](#)

601.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[BaoJiaoPisu's solution](#)

602.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[BaoJiaoPisu's solution](#)

603.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[BaoJiaoPisu's solution](#)

604.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BaoJiaoPisu's solution](#)

605.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[BaoJiaoPisu's solution](#)

606.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[BaoJiaoPisu's solution](#)

607.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[BaoJiaoPisu's solution](#)

608.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[BaoJiaoPisu's solution](#)

609.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[BaoJiaoPisu's solution](#)

610.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

611.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[BaoJiaoPisu's solution](#)

612.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[BaoJiaoPisu's solution](#)

613.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[BaoJiaoPisu's solution](#)

614.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[BaoJiaoPisu's solution](#)

615.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[BaoJiaoPisu's solution](#)

616.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BaoJiaoPisu's solution](#)

617.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

618.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[BaoJiaoPisu's solution](#)

619.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

620.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[BaoJiaoPisu's solution](#)

621.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[BaoJiaoPisu's solution](#)

622.

1728C

[Digital Logarithm](#) · [Tutorial](#)

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

[BaoJiaoPisu's solution](#)

623.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[BaoJiaoPisu's solution](#)

624.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[BaoJiaoPisu's solution](#)

625.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[BaoJiaoPisu's solution](#)

626.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

627.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[BaoJiaoPisu's solution](#)

628.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[BaoJiaoPisu's solution](#)

629.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[BaoJiaoPisu's solution](#)

630.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[BaoJiaoPisu's solution](#)

631.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[BaoJiaoPisu's solution](#)

632.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[BaoJiaoPisu's solution](#)

633.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

634.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

635.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[BaoJiaoPisu's solution](#)

636.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[BaoJiaoPisu's solution](#)

637.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[BaoJiaoPisu's solution](#)

638.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

639.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

640.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

641.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[BaoJiaoPisu's solution](#)

642.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[BaoJiaoPisu's solution](#)

643.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

644.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

645.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,090 global accepts · Rating: 1400 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[BaoJiaoPisu's solution](#)

646.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[BaoJiaoPisu's solution](#)

647.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BaoJiaoPisu's solution](#)

648.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[BaoJiaoPisu's solution](#)

649.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

650.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[BaoJiaoPisu's solution](#)

651.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[BaoJiaoPisu's solution](#)

652.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[BaoJiaoPisu's solution](#)

653.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[BaoJiaoPisu's solution](#)

654.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[BaoJiaoPisu's solution](#)

655.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[BaoJiaoPisu's solution](#)

656.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[BaoJiaoPisu's solution](#)

657.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

658.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

659.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

660.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

661.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[BaoJiaoPisu's solution](#)

662.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[BaoJiaoPisu's solution](#)

663.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[BaoJiaoPisu's solution](#)

664.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[BaoJiaoPisu's solution](#)

665.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[BaoJiaoPisu's solution](#)

666.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[BaoJiaoPisu's solution](#)

667.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[BaoJiaoPisu's solution](#)

668.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[BaoJiaoPisu's solution](#)

669.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[BaoJiaoPisu's solution](#)

670.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[BaoJiaoPisu's solution](#)

671.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[BaoJiaoPisu's solution](#)

672.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[BaoJiaoPisu's solution](#)

673.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[BaoJiaoPisu's solution](#)

674.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[BaoJiaoPisu's solution](#)

675.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

676.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[BaoJiaoPisu's solution](#)

677.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

678.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

679.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[BaoJiaoPisu's solution](#)

680.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[BaoJiaoPisu's solution](#)

681.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BaoJiaoPisu's solution](#)

682.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[BaoJiaoPisu's solution](#)

683.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[BaoJiaoPisu's solution](#)

684.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[BaoJiaoPisu's solution](#)

685.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[BaoJiaoPisu's solution](#)

686.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[BaoJiaoPisu's solution](#)

687.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[BaoJiaoPisu's solution](#)

688.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

689.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BaoJiaoPisu's solution](#)

690.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

691.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-29 · last AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

692.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[BaoJiaoPisu's solution](#)

693.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[BaoJiaoPisu's solution](#)

694.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[BaoJiaoPisu's solution](#)

695.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[BaoJiaoPisu's solution](#)

696.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[BaoJiaoPisu's solution](#)

697.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[BaoJiaoPisu's solution](#)

698.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[BaoJiaoPisu's solution](#)

699.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[BaoJiaoPisu's solution](#)

700.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[BaoJiaoPisu's solution](#)

701.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[BaoJiaoPisu's solution](#)

702.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[BaoJiaoPisu's solution](#)

703.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[BaoJiaoPisu's solution](#)

704.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[BaoJiaoPisu's solution](#)

705.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

706.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[BaoJiaoPisu's solution](#)

707.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[BaoJiaoPisu's solution](#)

708.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

709.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BaoJiaoPisu's solution](#)

710.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[BaoJiaoPisu's solution](#)

711.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · last AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures

[BaoJiaoPisu's solution](#)

712.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[BaoJiaoPisu's solution](#)

713.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[BaoJiaoPisu's solution](#)

714.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[BaoJiaoPisu's solution](#)

715.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[BaoJiaoPisu's solution](#)

716.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

717.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

718.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[BaoJiaoPisu's solution](#)

719.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

720.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

721.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

722.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

723.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[BaoJiaoPisu's solution](#)

724.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[BaoJiaoPisu's solution](#)

725.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[BaoJiaoPisu's solution](#)

726.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[BaoJiaoPisu's solution](#)

727.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

728.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[BaoJiaoPisu's solution](#)

729.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[BaoJiaoPisu's solution](#)

730.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[BaoJiaoPisu's solution](#)

731.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[BaoJiaoPisu's solution](#)

732.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BaoJiaoPisu's solution](#)

733.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[BaoJiaoPisu's solution](#)

734.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[BaoJiaoPisu's solution](#)

735.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[BaoJiaoPisu's solution](#)

736.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[BaoJiaoPisu's solution](#)

737.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[BaoJiaoPisu's solution](#)

738.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BaoJiaoPisu's solution](#)

739.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[BaoJiaoPisu's solution](#)

740.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[BaoJiaoPisu's solution](#)

741.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BaoJiaoPisu's solution](#)

742.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

743.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

744.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, two pointers

[BaoJiaoPisu's solution](#)

745.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[BaoJiaoPisu's solution](#)

746.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[BaoJiaoPisu's solution](#)

747.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

748.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

749.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[BaoJiaoPisu's solution](#)

750.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[BaoJiaoPisu's solution](#)

751.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

752.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[BaoJiaoPisu's solution](#)

753.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[BaoJiaoPisu's solution](#)

754.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BaoJiaoPisu's solution](#)

755.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[BaoJiaoPisu's solution](#)

756.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[BaoJiaoPisu's solution](#)

757.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[BaoJiaoPisu's solution](#)

758.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[BaoJiaoPisu's solution](#)

759.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[BaoJiaoPisu's solution](#)

760.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[BaoJiaoPisu's solution](#)

761.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[BaoJiaoPisu's solution](#)

762.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BaoJiaoPisu's solution](#)

763.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation,

trees

[BaoJiaoPisu's solution](#)

764.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

765.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[BaoJiaoPisu's solution](#)

766.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[BaoJiaoPisu's solution](#)

767.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[BaoJiaoPisu's solution](#)

768.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[BaoJiaoPisu's solution](#)

769.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[BaoJiaoPisu's solution](#)

770.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

771.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

772.

1604D

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

Rating: 1600 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

773.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

774.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[BaoJiaoPisu's solution](#)

775.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[BaoJiaoPisu's solution](#)

776.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

777.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

778.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[BaoJiaoPisu's solution](#)

779.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

780.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[BaoJiaoPisu's solution](#)

781.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[BaoJiaoPisu's solution](#)

782.

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

783.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[BaoJiaoPisu's solution](#)

784.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-08-14 · last AC: 2021-05-10 · GNU C++11 (first AC) · Tags: data structures, dp, math

[BaoJiaoPisu's solution](#)

785.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[BaoJiaoPisu's solution](#)

786.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

787.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[BaoJiaoPisu's solution](#)

788.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

789.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[BaoJiaoPisu's solution](#)

790.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[BaoJiaoPisu's solution](#)

791.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[BaoJiaoPisu's solution](#)

792.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

793.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

794.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BaoJiaoPisu's solution](#)

795.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[BaoJiaoPisu's solution](#)

796.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

797.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

798.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BaoJiaoPisu's solution](#)

799.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[BaoJiaoPisu's solution](#)

800.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

801.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

802.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

803.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[BaoJiaoPisu's solution](#)

804.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

805.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[BaoJiaoPisu's solution](#)

806.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[BaoJiaoPisu's solution](#)

807.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

808.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[BaoJiaoPisu's solution](#)

809.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

810.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[BaoJiaoPisu's solution](#)

811.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[BaoJiaoPisu's solution](#)

812.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[BaoJiaoPisu's solution](#)

813.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[BaoJiaoPisu's solution](#)

814.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[BaoJiaoPisu's solution](#)

815.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[BaoJiaoPisu's solution](#)

816.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

817.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[BaoJiaoPisu's solution](#)

818.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[BaoJiaoPisu's solution](#)

819.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

820.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BaoJiaoPisu's solution](#)

821.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[BaoJiaoPisu's solution](#)

822.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[BaoJiaoPisu's solution](#)

823.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[BaoJiaoPisu's solution](#)

824.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[BaoJiaoPisu's solution](#)

825.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

826.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[BaoJiaoPisu's solution](#)

827.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[BaoJiaoPisu's solution](#)

828.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

829.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

830.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[BaoJiaoPisu's solution](#)

831.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[BaoJiaoPisu's solution](#)

832.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

833.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[BaoJiaoPisu's solution](#)

834.

1586C

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

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

[BaoJiaoPisu's solution](#)

835.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[BaoJiaoPisu's solution](#)

836.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[BaoJiaoPisu's solution](#)

837.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[BaoJiaoPisu's solution](#)

838.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

839.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[BaoJiaoPisu's solution](#)

840.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

841.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[BaoJiaoPisu's solution](#)

842.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[BaoJiaoPisu's solution](#)

843.

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

844.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[BaoJiaoPisu's solution](#)

845.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[BaoJiaoPisu's solution](#)

846.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[BaoJiaoPisu's solution](#)

847.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[BaoJiaoPisu's solution](#)

848.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[BaoJiaoPisu's solution](#)

849.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BaoJiaoPisu's solution](#)

850.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[BaoJiaoPisu's solution](#)

851.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

852.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[BaoJiaoPisu's solution](#)

853.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules

[BaoJiaoPisu's solution](#)

854.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

855.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[BaoJiaoPisu's solution](#)

856.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[BaoJiaoPisu's solution](#)

857.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[BaoJiaoPisu's solution](#)

858.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[BaoJiaoPisu's solution](#)

859.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

860.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

861.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[BaoJiaoPisu's solution](#)

862.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[BaoJiaoPisu's solution](#)

863.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

864.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[BaoJiaoPisu's solution](#)

865.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

866.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[BaoJiaoPisu's solution](#)

867.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

868.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[BaoJiaoPisu's solution](#)

869.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[BaoJiaoPisu's solution](#)

870.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[BaoJiaoPisu's solution](#)

871.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[BaoJiaoPisu's solution](#)

872.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[BaoJiaoPisu's solution](#)

873.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[BaoJiaoPisu's solution](#)

874.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

875.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[BaoJiaoPisu's solution](#)

876.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[BaoJiaoPisu's solution](#)

877.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[BaoJiaoPisu's solution](#)

878.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[BaoJiaoPisu's solution](#)

879.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[BaoJiaoPisu's solution](#)

880.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[BaoJiaoPisu's solution](#)

881.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[BaoJiaoPisu's solution](#)

882.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[BaoJiaoPisu's solution](#)

883.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

884.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[BaoJiaoPisu's solution](#)

885.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[BaoJiaoPisu's solution](#)

886.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[BaoJiaoPisu's solution](#)

887.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[BaoJiaoPisu's solution](#)

888.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[BaoJiaoPisu's solution](#)

889.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[BaoJiaoPisu's solution](#)

890.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[BaoJiaoPisu's solution](#)

891.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[BaoJiaoPisu's solution](#)

892.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

893.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BaoJiaoPisu's solution](#)

894.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[BaoJiaoPisu's solution](#)

895.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[BaoJiaoPisu's solution](#)

896.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[BaoJiaoPisu's solution](#)

897.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[BaoJiaoPisu's solution](#)

898.

1582F1

[Korneyevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[BaoJiaoPisu's solution](#)

899.

1586D

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

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

[BaoJiaoPisu's solution](#)

900.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[BaoJiaoPisu's solution](#)

901.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

902.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[BaoJiaoPisu's solution](#)

903.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[BaoJiaoPisu's solution](#)

904.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[BaoJiaoPisu's solution](#)

905.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[BaoJiaoPisu's solution](#)

906.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BaoJiaoPisu's solution](#)

907.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BaoJiaoPisu's solution](#)

908.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[BaoJiaoPisu's solution](#)

909.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[BaoJiaoPisu's solution](#)

910.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[BaoJiaoPisu's solution](#)

911.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

912.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[BaoJiaoPisu's solution](#)

913.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[BaoJiaoPisu's solution](#)

914.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[BaoJiaoPisu's solution](#)

915.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[BaoJiaoPisu's solution](#)

916.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[BaoJiaoPisu's solution](#)

917.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[BaoJiaoPisu's solution](#)

918.

1509C

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

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

919.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[BaoJiaoPisu's solution](#)

920.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[BaoJiaoPisu's solution](#)

921.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

922.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[BaoJiaoPisu's solution](#)

923.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[BaoJiaoPisu's solution](#)

924.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[BaoJiaoPisu's solution](#)

925.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

flows, greedy, math

[BaoJiaoPisu's solution](#)

926.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[BaoJiaoPisu's solution](#)

927.

1443D

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

Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

928.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[BaoJiaoPisu's solution](#)

929.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[BaoJiaoPisu's solution](#)

930.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[BaoJiaoPisu's solution](#)

931.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[BaoJiaoPisu's solution](#)

932.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[BaoJiaoPisu's solution](#)

933.

2021C2

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

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

[BaoJiaoPisu's solution](#)

934.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[BaoJiaoPisu's solution](#)

935.

1998C

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

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[BaoJiaoPisu's solution](#)

936.

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[BaoJiaoPisu's solution](#)

937.

1996F

[Bomb · Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[BaoJiaoPisu's solution](#)

938.

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[BaoJiaoPisu's solution](#)

939.

1989D

[Smithing Skill · Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[BaoJiaoPisu's solution](#)

940.

1920D

[Array Repetition · Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[BaoJiaoPisu's solution](#)

941.

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BaoJiaoPisu's solution](#)

942.

1914F

[Programming Competition · Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[BaoJiaoPisu's solution](#)

943.

1912A

[Accumulator Apex · Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[BaoJiaoPisu's solution](#)

944.

1912D

[Divisibility Test · Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[BaoJiaoPisu's solution](#)

945.

1895D

[XOR Construction · Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

data structures, math, string suffix structures, trees

[BaoJiaoPisu's solution](#)

946.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[BaoJiaoPisu's solution](#)

947.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

948.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[BaoJiaoPisu's solution](#)

949.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[BaoJiaoPisu's solution](#)

950.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BaoJiaoPisu's solution](#)

951.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[BaoJiaoPisu's solution](#)

952.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BaoJiaoPisu's solution](#)

953.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[BaoJiaoPisu's solution](#)

954.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[BaoJiaoPisu's solution](#)

955.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[BaoJiaoPisu's solution](#)

956.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

957.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[BaoJiaoPisu's solution](#)

958.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[BaoJiaoPisu's solution](#)

959.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[BaoJiaoPisu's solution](#)

960.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[BaoJiaoPisu's solution](#)

961.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[BaoJiaoPisu's solution](#)

962.

1591D

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

Rating: 1900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[BaoJiaoPisu's solution](#)

963.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[BaoJiaoPisu's solution](#)

964.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BaoJiaoPisu's solution](#)

965.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[BaoJiaoPisu's solution](#)

966.

1602D

[Frog Traveler](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[BaoJiaoPisu's solution](#)

967.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[BaoJiaoPisu's solution](#)

968.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[BaoJiaoPisu's solution](#)

969.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[BaoJiaoPisu's solution](#)

970.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

971.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[BaoJiaoPisu's solution](#)

972.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[BaoJiaoPisu's solution](#)

973.

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[BaoJiaoPisu's solution](#)

974.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

975.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[BaoJiaoPisu's solution](#)

976.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[BaoJiaoPisu's solution](#)

977.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[BaoJiaoPisu's solution](#)

978.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

979.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[BaoJiaoPisu's solution](#)

980.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[BaoJiaoPisu's solution](#)

981.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[BaoJiaoPisu's solution](#)

982.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[BaoJiaoPisu's solution](#)

983.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[BaoJiaoPisu's solution](#)

984.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[BaoJiaoPisu's solution](#)

985.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[BaoJiaoPisu's solution](#)

986.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[BaoJiaoPisu's solution](#)

987.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[BaoJiaoPisu's solution](#)

988.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[BaoJiaoPisu's solution](#)

989.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[BaoJiaoPisu's solution](#)

990.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[BaoJiaoPisu's solution](#)

991.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[BaoJiaoPisu's solution](#)

992.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[BaoJiaoPisu's solution](#)

993.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[BaoJiaoPisu's solution](#)

994.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[BaoJiaoPisu's solution](#)

995.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[BaoJiaoPisu's solution](#)

996.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BaoJiaoPisu's solution](#)

997.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[BaoJiaoPisu's solution](#)

998.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

999.

1509D

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

Rating: 1900 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[BaoJiaoPisu's solution](#)

1000.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

1001.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[BaoJiaoPisu's solution](#)

1002.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[BaoJiaoPisu's solution](#)

1003.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[BaoJiaoPisu's solution](#)

1004.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[BaoJiaoPisu's solution](#)

1005.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

1006.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[BaoJiaoPisu's solution](#)

1007.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

1008.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[BaoJiaoPisu's solution](#)

1009.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[BaoJiaoPisu's solution](#)

1010.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[BaoJiaoPisu's solution](#)

1011.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[BaoJiaoPisu's solution](#)

1012.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[BaoJiaoPisu's solution](#)

1013.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1014.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[BaoJiaoPisu's solution](#)

1015.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[BaoJiaoPisu's solution](#)

1016.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[BaoJiaoPisu's solution](#)

1017.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[BaoJiaoPisu's solution](#)**1018.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[BaoJiaoPisu's solution](#)**1019.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[BaoJiaoPisu's solution](#)**1020.**

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[BaoJiaoPisu's solution](#)**1021.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[BaoJiaoPisu's solution](#)**1022.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[BaoJiaoPisu's solution](#)**1023.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)**1024.**

1733D2

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

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

[BaoJiaoPisu's solution](#)**1025.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[BaoJiaoPisu's solution](#)**1026.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[BaoJiaoPisu's solution](#)

1027.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BaoJiaoPisu's solution](#)

1028.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 2000 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[BaoJiaoPisu's solution](#)

1029.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[BaoJiaoPisu's solution](#)

1030.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[BaoJiaoPisu's solution](#)

1031.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[BaoJiaoPisu's solution](#)

1032.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

1033.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[BaoJiaoPisu's solution](#)

1034.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[BaoJiaoPisu's solution](#)

1035.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities

[BaoJiaoPisu's solution](#)

1036.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[BaoJiaoPisu's solution](#)

1037.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[BaoJiaoPisu's solution](#)

1038.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

1039.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[BaoJiaoPisu's solution](#)

1040.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[BaoJiaoPisu's solution](#)

1041.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

1042.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BaoJiaoPisu's solution](#)

1043.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[BaoJiaoPisu's solution](#)

1044.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[BaoJiaoPisu's solution](#)

1045.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[BaoJiaoPisu's solution](#)

1046.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities,

sortings

[BaoJiaoPisu's solution](#)

1047.

1589D

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

Quality: 2000 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[BaoJiaoPisu's solution](#)

1048.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[BaoJiaoPisu's solution](#)

1049.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[BaoJiaoPisu's solution](#)

1050.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, sortings

[BaoJiaoPisu's solution](#)

1051.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[BaoJiaoPisu's solution](#)

1052.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[BaoJiaoPisu's solution](#)

1053.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[BaoJiaoPisu's solution](#)

1054.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BaoJiaoPisu's solution](#)

1055.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[BaoJiaoPisu's solution](#)

1056.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[BaoJiaoPisu's solution](#)

1057.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[BaoJiaoPisu's solution](#)

1058.

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[BaoJiaoPisu's solution](#)

1059.

1316D

[Nash Matrix · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[BaoJiaoPisu's solution](#)

1060.

1304E

[1-Trees and Queries · Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[BaoJiaoPisu's solution](#)

1061.

1349B

[Orac and Medians · Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

1062.

1359E

[Modular Stability · Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[BaoJiaoPisu's solution](#)

1063.

1363E

[Tree Shuffling · Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BaoJiaoPisu's solution](#)

1064.

1366D

[Two Divisors · Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[BaoJiaoPisu's solution](#)

1065.

1379C

[Choosing flowers · Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1066.

1388D

[Captain Flint and Treasure · Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[BaoJiaoPisu's solution](#)

1067.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[BaoJiaoPisu's solution](#)**1068.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[BaoJiaoPisu's solution](#)**1069.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[BaoJiaoPisu's solution](#)**1070.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[BaoJiaoPisu's solution](#)**1071.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)**1072.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)**1073.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[BaoJiaoPisu's solution](#)**1074.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BaoJiaoPisu's solution](#)**1075.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,618 global accepts · Rating: 2000 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[BaoJiaoPisu's solution](#)**1076.**

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1077.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[BaoJiaoPisu's solution](#)

1078.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[BaoJiaoPisu's solution](#)

1079.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[BaoJiaoPisu's solution](#)

1080.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[BaoJiaoPisu's solution](#)

1081.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1082.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1083.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BaoJiaoPisu's solution](#)

1084.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[BaoJiaoPisu's solution](#)

1085.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[BaoJiaoPisu's solution](#)

1086.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

1087.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[BaoJiaoPisu's solution](#)

1088.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

1089.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[BaoJiaoPisu's solution](#)

1090.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

1091.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[BaoJiaoPisu's solution](#)

1092.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[BaoJiaoPisu's solution](#)

1093.

2124E

[Make it Zero](#) · [Tutorial](#)

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

[BaoJiaoPisu's solution](#)

1094.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[BaoJiaoPisu's solution](#)

1095.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[BaoJiaoPisu's solution](#)

1096.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[BaoJiaoPisu's solution](#)

1097.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[BaoJiaoPisu's solution](#)

1098.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[BaoJiaoPisu's solution](#)

1099.

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[BaoJiaoPisu's solution](#)

1100.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[BaoJiaoPisu's solution](#)

1101.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[BaoJiaoPisu's solution](#)

1102.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[BaoJiaoPisu's solution](#)

1103.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1104.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[BaoJiaoPisu's solution](#)

1105.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[BaoJiaoPisu's solution](#)

1106.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[BaoJiaoPisu's solution](#)

1107.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[BaoJiaoPisu's solution](#)

1108.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[BaoJiaoPisu's solution](#)

1109.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[BaoJiaoPisu's solution](#)

1110.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[BaoJiaoPisu's solution](#)

1111.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[BaoJiaoPisu's solution](#)

1112.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[BaoJiaoPisu's solution](#)

1113.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[BaoJiaoPisu's solution](#)

1114.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[BaoJiaoPisu's solution](#)

1115.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[BaoJiaoPisu's solution](#)

1116.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BaoJiaoPisu's solution](#)

1117.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[BaoJiaoPisu's solution](#)

1118.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[BaoJiaoPisu's solution](#)

1119.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[BaoJiaoPisu's solution](#)

1120.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[BaoJiaoPisu's solution](#)

1121.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[BaoJiaoPisu's solution](#)

1122.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[BaoJiaoPisu's solution](#)

1123.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[BaoJiaoPisu's solution](#)

1124.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[BaoJiaoPisu's solution](#)

1125.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[BaoJiaoPisu's solution](#)

1126.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[BaoJiaoPisu's solution](#)

1127.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[BaoJiaoPisu's solution](#)

1128.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[BaoJiaoPisu's solution](#)

1129.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[BaoJiaoPisu's solution](#)

1130.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[BaoJiaoPisu's solution](#)

1131.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[BaoJiaoPisu's solution](#)

1132.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

1133.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[BaoJiaoPisu's solution](#)

1134.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[BaoJiaoPisu's solution](#)

1135.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1136.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation,

math, meet-in-the-middle

[BaoJiaoPisu's solution](#)

1137.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[BaoJiaoPisu's solution](#)

1138.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[BaoJiaoPisu's solution](#)

1139.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[BaoJiaoPisu's solution](#)

1140.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[BaoJiaoPisu's solution](#)

1141.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

1142.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[BaoJiaoPisu's solution](#)

1143.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1144.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[BaoJiaoPisu's solution](#)

1145.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[BaoJiaoPisu's solution](#)

1146.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BaoJiaoPisu's solution](#)

1147.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BaoJiaoPisu's solution](#)

1148.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BaoJiaoPisu's solution](#)

1149.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1150.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[BaoJiaoPisu's solution](#)

1151.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

1152.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[BaoJiaoPisu's solution](#)

1153.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[BaoJiaoPisu's solution](#)

1154.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[BaoJiaoPisu's solution](#)

1155.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[BaoJiaoPisu's solution](#)

1156.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[BaoJiaoPisu's solution](#)

1157.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[BaoJiaoPisu's solution](#)

1158.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[BaoJiaoPisu's solution](#)

1159.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[BaoJiaoPisu's solution](#)

1160.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[BaoJiaoPisu's solution](#)

1161.

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[BaoJiaoPisu's solution](#)

1162.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[BaoJiaoPisu's solution](#)

1163.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[BaoJiaoPisu's solution](#)

1164.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1165.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[BaoJiaoPisu's solution](#)

1166.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[BaoJiaoPisu's solution](#)

1167.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[BaoJiaoPisu's solution](#)

1168.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[BaoJiaoPisu's solution](#)

1169.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[BaoJiaoPisu's solution](#)

1170.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[BaoJiaoPisu's solution](#)

1171.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[BaoJiaoPisu's solution](#)

1172.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[BaoJiaoPisu's solution](#)

1173.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[BaoJiaoPisu's solution](#)

1174.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1175.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[BaoJiaoPisu's solution](#)

1176.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1177.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[BaoJiaoPisu's solution](#)

1178.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[BaoJiaoPisu's solution](#)

1179.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[BaoJiaoPisu's solution](#)

1180.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[BaoJiaoPisu's solution](#)

1181.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[BaoJiaoPisu's solution](#)

1182.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[BaoJiaoPisu's solution](#)

1183.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[BaoJiaoPisu's solution](#)

1184.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

1185.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[BaoJiaoPisu's solution](#)

1186.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[BaoJiaoPisu's solution](#)

1187.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[BaoJiaoPisu's solution](#)

1188.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[BaoJiaoPisu's solution](#)

1189.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[BaoJiaoPisu's solution](#)

1190.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1191.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[BaoJiaoPisu's solution](#)

1192.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[BaoJiaoPisu's solution](#)

1193.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[BaoJiaoPisu's solution](#)

1194.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[BaoJiaoPisu's solution](#)

1195.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[BaoJiaoPisu's solution](#)

1196.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1197.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

1198.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[BaoJiaoPisu's solution](#)

1199.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[BaoJiaoPisu's solution](#)

1200.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[BaoJiaoPisu's solution](#)

1201.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[BaoJiaoPisu's solution](#)

1202.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1203.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[BaoJiaoPisu's solution](#)

1204.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[BaoJiaoPisu's solution](#)

1205.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, trees

[BaoJiaoPisu's solution](#)

1206.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[BaoJiaoPisu's solution](#)

1207.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[BaoJiaoPisu's solution](#)

1208.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: games

[BaoJiaoPisu's solution](#)

1209.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[BaoJiaoPisu's solution](#)

1210.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[BaoJiaoPisu's solution](#)

1211.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[BaoJiaoPisu's solution](#)

1212.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BaoJiaoPisu's solution](#)

1213.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[BaoJiaoPisu's solution](#)

1214.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[BaoJiaoPisu's solution](#)

1215.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[BaoJiaoPisu's solution](#)

1216.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

1217.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

1218.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[BaoJiaoPisu's solution](#)

1219.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, sortings

[BaoJiaoPisu's solution](#)

1220.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BaoJiaoPisu's solution](#)

1221.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[BaoJiaoPisu's solution](#)

1222.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[BaoJiaoPisu's solution](#)

1223.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[BaoJiaoPisu's solution](#)

1224.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[BaoJiaoPisu's solution](#)

1225.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[BaoJiaoPisu's solution](#)

1226.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[BaoJiaoPisu's solution](#)

1227.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[BaoJiaoPisu's solution](#)

1228.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[BaoJiaoPisu's solution](#)

1229.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[BaoJiaoPisu's solution](#)

1230.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[BaoJiaoPisu's solution](#)

1231.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

1232.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[BaoJiaoPisu's solution](#)

1233.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[BaoJiaoPisu's solution](#)

1234.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[BaoJiaoPisu's solution](#)

1235.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[BaoJiaoPisu's solution](#)

1236.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, interactive

[BaoJiaoPisu's solution](#)

1237.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[BaoJiaoPisu's solution](#)

1238.

1353F

[Decreasing Heights · Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[BaoJiaoPisu's solution](#)

1239.

1486E

[Paired Payment · Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1240.

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[BaoJiaoPisu's solution](#)

1241.

1467D

[Sum of Paths · Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1242.

653D

[Delivery Bears · Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[BaoJiaoPisu's solution](#)

1243.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[BaoJiaoPisu's solution](#)

1244.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[BaoJiaoPisu's solution](#)

1245.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[BaoJiaoPisu's solution](#)

1246.

2068A

[Condorcet Elections · Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[BaoJiaoPisu's solution](#)

1247.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[BaoJiaoPisu's solution](#)

1248.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[BaoJiaoPisu's solution](#)

1249.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[BaoJiaoPisu's solution](#)

1250.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[BaoJiaoPisu's solution](#)

1251.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[BaoJiaoPisu's solution](#)

1252.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[BaoJiaoPisu's solution](#)

1253.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1254.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BaoJiaoPisu's solution](#)

1255.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BaoJiaoPisu's solution](#)

1256.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[BaoJiaoPisu's solution](#)

1257.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[BaoJiaoPisu's solution](#)

1258.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1259.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1260.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[BaoJiaoPisu's solution](#)

1261.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

1262.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[BaoJiaoPisu's solution](#)

1263.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[BaoJiaoPisu's solution](#)

1264.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[BaoJiaoPisu's solution](#)

1265.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[BaoJiaoPisu's solution](#)

1266.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1267.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[BaoJiaoPisu's solution](#)

1268.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[BaoJiaoPisu's solution](#)

1269.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[BaoJiaoPisu's solution](#)

1270.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[BaoJiaoPisu's solution](#)

1271.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[BaoJiaoPisu's solution](#)

1272.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1273.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[BaoJiaoPisu's solution](#)

1274.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BaoJiaoPisu's solution](#)

1275.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[BaoJiaoPisu's solution](#)

1276.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[BaoJiaoPisu's solution](#)

1277.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[BaoJiaoPisu's solution](#)

1278.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BaoJiaoPisu's solution](#)

1279.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[BaoJiaoPisu's solution](#)

1280.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing

[BaoJiaoPisu's solution](#)

1281.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[BaoJiaoPisu's solution](#)

1282.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[BaoJiaoPisu's solution](#)

1283.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[BaoJiaoPisu's solution](#)

1284.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[BaoJiaoPisu's solution](#)

1285.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1286.

1614D2

[Divan and Kostomuksha \(hard version\) · Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[BaoJiaoPisu's solution](#)

1287.

1584E

[Game with Stones · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[BaoJiaoPisu's solution](#)

1288.

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1289.

1244F

[Chips · Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BaoJiaoPisu's solution](#)

1290.

1245E

[Hyakugoku and Ladders · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[BaoJiaoPisu's solution](#)

1291.

1245F

[Daniel and Spring Cleaning · Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[BaoJiaoPisu's solution](#)

1292.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BaoJiaoPisu's solution](#)

1293.

1252L

[Road Construction · Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[BaoJiaoPisu's solution](#)

1294.

1268C

[K Integers · Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BaoJiaoPisu's solution](#)

1295.

1270E

[Divide Points · Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[BaoJiaoPisu's solution](#)

1296.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[BaoJiaoPisu's solution](#)

1297.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[BaoJiaoPisu's solution](#)

1298.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[BaoJiaoPisu's solution](#)

1299.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[BaoJiaoPisu's solution](#)

1300.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[BaoJiaoPisu's solution](#)

1301.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BaoJiaoPisu's solution](#)

1302.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[BaoJiaoPisu's solution](#)

1303.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[BaoJiaoPisu's solution](#)

1304.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[BaoJiaoPisu's solution](#)

1305.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[BaoJiaoPisu's solution](#)

1306.

1604E

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

Rating: 2300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[BaoJiaoPisu's solution](#)

1307.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[BaoJiaoPisu's solution](#)

1308.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[BaoJiaoPisu's solution](#)

1309.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[BaoJiaoPisu's solution](#)

1310.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[BaoJiaoPisu's solution](#)

1311.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[BaoJiaoPisu's solution](#)

1312.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[BaoJiaoPisu's solution](#)

1313.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[BaoJiaoPisu's solution](#)

1314.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BaoJiaoPisu's solution](#)

1315.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[BaoJiaoPisu's solution](#)

1316.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings

[BaoJiaoPisu's solution](#)

1317.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[BaoJiaoPisu's solution](#)

1318.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BaoJiaoPisu's solution](#)

1319.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[BaoJiaoPisu's solution](#)

1320.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[BaoJiaoPisu's solution](#)

1321.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[BaoJiaoPisu's solution](#)

1322.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[BaoJiaoPisu's solution](#)

1323.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[BaoJiaoPisu's solution](#)

1324.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[BaoJiaoPisu's solution](#)

1325.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[BaoJiaoPisu's solution](#)

1326.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[BaoJiaoPisu's solution](#)

1327.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[BaoJiaoPisu's solution](#)

1328.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[BaoJiaoPisu's solution](#)

1329.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[BaoJiaoPisu's solution](#)

1330.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[BaoJiaoPisu's solution](#)

1331.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[BaoJiaoPisu's solution](#)

1332.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[BaoJiaoPisu's solution](#)

1333.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[BaoJiaoPisu's solution](#)

1334.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BaoJiaoPisu's solution](#)

1335.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[BaoJiaoPisu's solution](#)

1336.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[BaoJiaoPisu's solution](#)

1337.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: flows

[BaoJiaoPisu's solution](#)

1338.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BaoJiaoPisu's solution](#)

1339.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[BaoJiaoPisu's solution](#)

1340.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[BaoJiaoPisu's solution](#)

1341.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[BaoJiaoPisu's solution](#)

1342.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1343.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[BaoJiaoPisu's solution](#)

1344.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[BaoJiaoPisu's solution](#)

1345.

2030F

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

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[BaoJiaoPisu's solution](#)

1346.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[BaoJiaoPisu's solution](#)

1347.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[BaoJiaoPisu's solution](#)

1348.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[BaoJiaoPisu's solution](#)

1349.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1350.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[BaoJiaoPisu's solution](#)

1351.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BaoJiaoPisu's solution](#)

1352.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[BaoJiaoPisu's solution](#)

1353.

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1354.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[BaoJiaoPisu's solution](#)

1355.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[BaoJiaoPisu's solution](#)

1356.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[BaoJiaoPisu's solution](#)

1357.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[BaoJiaoPisu's solution](#)

1358.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[BaoJiaoPisu's solution](#)

1359.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[BaoJiaoPisu's solution](#)

1360.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[BaoJiaoPisu's solution](#)

1361.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[BaoJiaoPisu's solution](#)

1362.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[BaoJiaoPisu's solution](#)

1363.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1364.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[BaoJiaoPisu's solution](#)

1365.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1366.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[BaoJiaoPisu's solution](#)

1367.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[BaoJiaoPisu's solution](#)

1368.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[BaoJiaoPisu's solution](#)

1369.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[BaoJiaoPisu's solution](#)

1370.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[BaoJiaoPisu's solution](#)

1371.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BaoJiaoPisu's solution](#)

1372.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[BaoJiaoPisu's solution](#)

1373.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[BaoJiaoPisu's solution](#)

1374.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[BaoJiaoPisu's solution](#)

1375.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[BaoJiaoPisu's solution](#)

1376.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[BaoJiaoPisu's solution](#)

1377.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[BaoJiaoPisu's solution](#)

1378.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[BaoJiaoPisu's solution](#)

1379.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[BaoJiaoPisu's solution](#)

1380.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[BaoJiaoPisu's solution](#)

1381.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[BaoJiaoPisu's solution](#)

1382.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[BaoJiaoPisu's solution](#)

1383.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[BaoJiaoPisu's solution](#)

1384.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-02-11 · last AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[BaoJiaoPisu's solution](#)

1385.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[BaoJiaoPisu's solution](#)

1386.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1387.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[BaoJiaoPisu's solution](#)

1388.

1633E

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

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[BaoJiaoPisu's solution](#)

1389.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[BaoJiaoPisu's solution](#)

1390.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[BaoJiaoPisu's solution](#)

1391.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[BaoJiaoPisu's solution](#)

1392.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[BaoJiaoPisu's solution](#)

1393.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[BaoJiaoPisu's solution](#)

1394.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers

[BaoJiaoPisu's solution](#)

1395.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[BaoJiaoPisu's solution](#)

1396.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[BaoJiaoPisu's solution](#)

1397.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[BaoJiaoPisu's solution](#)

1398.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[BaoJiaoPisu's solution](#)

1399.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BaoJiaoPisu's solution](#)

1400.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BaoJiaoPisu's solution](#)

1401.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[BaoJiaoPisu's solution](#)

1402.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[BaoJiaoPisu's solution](#)

1403.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[BaoJiaoPisu's solution](#)

1404.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[BaoJiaoPisu's solution](#)

1405.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[BaoJiaoPisu's solution](#)

1406.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy

[BaoJiaoPisu's solution](#)

1407.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[BaoJiaoPisu's solution](#)

1408.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[BaoJiaoPisu's solution](#)

1409.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BaoJiaoPisu's solution](#)

1410.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

1411.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[BaoJiaoPisu's solution](#)

1412.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[BaoJiaoPisu's solution](#)

1413.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[BaoJiaoPisu's solution](#)

1414.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[BaoJiaoPisu's solution](#)

1415.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[BaoJiaoPisu's solution](#)

1416.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[BaoJiaoPisu's solution](#)

1417.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[BaoJiaoPisu's solution](#)

1418.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[BaoJiaoPisu's solution](#)

1419.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[BaoJiaoPisu's solution](#)

1420.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[BaoJiaoPisu's solution](#)

1421.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[BaoJiaoPisu's solution](#)

1422.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[BaoJiaoPisu's solution](#)

1423.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings

[BaoJiaoPisu's solution](#)

1424.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[BaoJiaoPisu's solution](#)

1425.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[BaoJiaoPisu's solution](#)

1426.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[BaoJiaoPisu's solution](#)

1427.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[BaoJiaoPisu's solution](#)

1428.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[BaoJiaoPisu's solution](#)

1429.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[BaoJiaoPisu's solution](#)

1430.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[BaoJiaoPisu's solution](#)

1431.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[BaoJiaoPisu's solution](#)

1432.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[BaoJiaoPisu's solution](#)

1433.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[BaoJiaoPisu's solution](#)

1434.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[BaoJiaoPisu's solution](#)

1435.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, greedy, implementation

[BaoJiaoPisu's solution](#)

1436.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[BaoJiaoPisu's solution](#)

1437.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[BaoJiaoPisu's solution](#)

1438.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1439.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[BaoJiaoPisu's solution](#)

1440.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BaoJiaoPisu's solution](#)

1441.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[BaoJiaoPisu's solution](#)

1442.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[BaoJiaoPisu's solution](#)

1443.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[BaoJiaoPisu's solution](#)

1444.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[BaoJiaoPisu's solution](#)

1445.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph

matchings, graphs

[BaoJiaoPisu's solution](#)

1446.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[BaoJiaoPisu's solution](#)

1447.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[BaoJiaoPisu's solution](#)

1448.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[BaoJiaoPisu's solution](#)

1449.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[BaoJiaoPisu's solution](#)

1450.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[BaoJiaoPisu's solution](#)

1451.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[BaoJiaoPisu's solution](#)

1452.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[BaoJiaoPisu's solution](#)

1453.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[BaoJiaoPisu's solution](#)

1454.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1455.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[BaoJiaoPisu's solution](#)

1456.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[BaoJiaoPisu's solution](#)

1457.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[BaoJiaoPisu's solution](#)

1458.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[BaoJiaoPisu's solution](#)

1459.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[BaoJiaoPisu's solution](#)

1460.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[BaoJiaoPisu's solution](#)

1461.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[BaoJiaoPisu's solution](#)

1462.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[BaoJiaoPisu's solution](#)

1463.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[BaoJiaoPisu's solution](#)

1464.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BaoJiaoPisu's solution](#)

1465.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[BaoJiaoPisu's solution](#)

1466.

1712E2

[LCM Sum \(hard version\) · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[BaoJiaoPisu's solution](#)

1467.

1717F

[Madoka and The First Session · Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[BaoJiaoPisu's solution](#)

1468.

1716E

[Swap and Maximum Block · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[BaoJiaoPisu's solution](#)

1469.

1716F

[Bags with Balls · Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BaoJiaoPisu's solution](#)

1470.

1701E

[Text Editor · Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[BaoJiaoPisu's solution](#)

1471.

1710C

[XOR Triangle · Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[BaoJiaoPisu's solution](#)

1472.

1701F

[Points · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[BaoJiaoPisu's solution](#)

1473.

1691F

[K-Set Tree · Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BaoJiaoPisu's solution](#)

1474.

1647E

[Madoka and the Sixth-graders · Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[BaoJiaoPisu's solution](#)

1475.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[BaoJiaoPisu's solution](#)

1476.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[BaoJiaoPisu's solution](#)

1477.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[BaoJiaoPisu's solution](#)

1478.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[BaoJiaoPisu's solution](#)

1479.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[BaoJiaoPisu's solution](#)

1480.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[BaoJiaoPisu's solution](#)

1481.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[BaoJiaoPisu's solution](#)

1482.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[BaoJiaoPisu's solution](#)

1483.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[BaoJiaoPisu's solution](#)

1484.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[BaoJiaoPisu's solution](#)

1485.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[BaoJiaoPisu's solution](#)

1486.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[BaoJiaoPisu's solution](#)

1487.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[BaoJiaoPisu's solution](#)

1488.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[BaoJiaoPisu's solution](#)

1489.

2085F1

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

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BaoJiaoPisu's solution](#)

1490.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[BaoJiaoPisu's solution](#)

1491.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BaoJiaoPisu's solution](#)

1492.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[BaoJiaoPisu's solution](#)

1493.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[BaoJiaoPisu's solution](#)

1494.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[BaoJiaoPisu's solution](#)

1495.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[BaoJiaoPisu's solution](#)

1496.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-12 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[BaoJiaoPisu's solution](#)

1497.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1498.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[BaoJiaoPisu's solution](#)

1499.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[BaoJiaoPisu's solution](#)

1500.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[BaoJiaoPisu's solution](#)

1501.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[BaoJiaoPisu's solution](#)

1502.

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[BaoJiaoPisu's solution](#)

1503.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[BaoJiaoPisu's solution](#)

1504.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[BaoJiaoPisu's solution](#)

1505.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[BaoJiaoPisu's solution](#)

1506.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[BaoJiaoPisu's solution](#)

1507.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[BaoJiaoPisu's solution](#)

1508.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[BaoJiaoPisu's solution](#)

1509.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[BaoJiaoPisu's solution](#)

1510.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[BaoJiaoPisu's solution](#)

1511.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[BaoJiaoPisu's solution](#)

1512.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[BaoJiaoPisu's solution](#)

1513.

1592F1

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

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

[BaoJiaoPisu's solution](#)

1514.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[BaoJiaoPisu's solution](#)

1515.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[BaoJiaoPisu's solution](#)

1516.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[BaoJiaoPisu's solution](#)

1517.

1866E

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

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BaoJiaoPisu's solution](#)

1518.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[BaoJiaoPisu's solution](#)

1519.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[BaoJiaoPisu's solution](#)

1520.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[BaoJiaoPisu's solution](#)

1521.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BaoJiaoPisu's solution](#)

1522.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[BaoJiaoPisu's solution](#)

1523.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[BaoJiaoPisu's solution](#)

1524.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[BaoJiaoPisu's solution](#)

1525.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[BaoJiaoPisu's solution](#)

1526.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[BaoJiaoPisu's solution](#)

1527.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[BaoJiaoPisu's solution](#)

1528.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[BaoJiaoPisu's solution](#)

1529.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[BaoJiaoPisu's solution](#)

1530.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[BaoJiaoPisu's solution](#)

1531.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[BaoJiaoPisu's solution](#)

1532.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[BaoJiaoPisu's solution](#)

1533.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[BaoJiaoPisu's solution](#)

1534.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[BaoJiaoPisu's solution](#)

1535.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[BaoJiaoPisu's solution](#)

1536.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[BaoJiaoPisu's solution](#)

1537.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[BaoJiaoPisu's solution](#)

1538.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[BaoJiaoPisu's solution](#)

1539.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[BaoJiaoPisu's solution](#)

1540.

2085F2

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

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[BaoJiaoPisu's solution](#)

1541.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[BaoJiaoPisu's solution](#)

1542.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[BaoJiaoPisu's solution](#)

1543.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[BaoJiaoPisu's solution](#)

1544.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[BaoJiaoPisu's solution](#)

1545.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

1546.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[BaoJiaoPisu's solution](#)

1547.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[BaoJiaoPisu's solution](#)

1548.

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[BaoJiaoPisu's solution](#)

1549.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[BaoJiaoPisu's solution](#)

1550.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[BaoJiaoPisu's solution](#)

1551.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[BaoJiaoPisu's solution](#)

1552.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1553.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1554.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1555.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1556.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1557.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1558.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1559.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1560.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1561.

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1562.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1563.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1564.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1565.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1566.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1567.

106073H

[How many teams?](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1568.

106073M

[Minas Gerais' walls](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1569.

106073J

[João João](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1570.

106073A

[A healthy menu](#) · Tutorial

Rating: — · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1571.

105255H

[Jet Lag](#) · Tutorial

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1572.

105255G

[Turning Red](#) · Tutorial

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1573.

105255I

[Waterworld](#) · Tutorial

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1574.

105255A

[Riddle of the Sphinx](#) · Tutorial

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1575.

105677C

[Phryctoria](#) · Tutorial

Rating: — · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1576.

105677E

[Building the Fort](#) · Tutorial

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1577.

105677I

[Divination](#) · Tutorial

Rating: — · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1578.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1579.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1580.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1581.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1582.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1583.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1584.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1585.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1586.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1587.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1588.

105492K

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

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1589.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1590.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1591.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1592.

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1593.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1594.

105358D

[Query on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1595.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1596.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1597.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1598.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1599.

105278J

[Gerrymandering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1600.

102511B

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

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1601.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1602.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1603.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1604.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1605.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1606.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1607.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1608.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1609.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1610.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1611.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1612.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1613.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1614.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1615.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1616.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1617.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1618.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1619.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1620.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1621.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1622.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1623.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1624.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1625.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1626.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1627.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1628.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1629.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1630.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1631.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1632.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1633.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1634.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1635.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1636.

104848G

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

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1637.

104848H

[Roman Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1638.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1639.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1640.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1641.

391F3

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1642.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[BaoJiaoPisu's solution](#)

1643.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)

1644.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)**1645.**

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)**1646.**

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)**1647.**

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[BaoJiaoPisu's solution](#)**1648.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[BaoJiaoPisu's solution](#)