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Unique solved — Brian Hsu

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73.

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1671B

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104.

1622B

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Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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105.

58A

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106.

118A

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107.

1562B

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implementation, math, number theory

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108.

1485A

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109.

1438B

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110.

1374C

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Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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111.

1A

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112.

1358B

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113.

1359B

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114.

1359A

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Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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115.

1333A

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116.

1326A

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Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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117.

1864B

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Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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118.

1726B

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119.

1624C

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120.

1625B

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Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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121.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

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122.

1506B

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Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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123.

1496B

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124.

609B

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125.

1478B

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126.

1481B

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Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Brian_Hsu's solution](#)

127.

1472C

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1409B

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129.

1366A

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130.

1365A

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131.

1360C

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132.

1327A

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133.

1333B

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1304B

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135.

2041E

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136.

2041B

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Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

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137.

1738B

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Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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138.

1671C

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139.

1635C

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Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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140.

492B

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Quality: 90,188 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[Brian_Hsu's solution](#)

141.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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142.

1485B

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Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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143.

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

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144.

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math

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145.

1363A

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Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Brian_Hsu's solution](#)

146.

2064C

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Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

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147.

2041A

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Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

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148.

1864C

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149.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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150.

1746C

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Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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151.

1726C

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152.

1617C

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[Brian_Hsu's solution](#)

153.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

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154.

230B

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Quality: 95,825 global accepts · Rating: 1300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Brian_Hsu's solution](#)

155.

1443B

[Saving the City](#) · [Tutorial](#)

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156.

1371C

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157.

1366B

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Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Brian_Hsu's solution](#)

158.

1365B

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Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Brian_Hsu's solution](#)

159.

1360E

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Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Brian_Hsu's solution](#)

160.

1360D

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Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Brian_Hsu's solution](#)

161.

1326C

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Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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162.

1294C

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[Brian_Hsu's solution](#)

163.

1761C

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164.

1696C

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[Brian_Hsu's solution](#)

165.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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166.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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167.

1505C

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[Brian_Hsu's solution](#)

168.

1443C

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169.

1380C

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170.

1380B

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[Brian_Hsu's solution](#)

171.

1374D

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Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
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172.

1365C

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Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Brian_Hsu's solution](#)

173.

1348B

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Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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174.

1363B

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Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-06-02 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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175.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
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176.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math
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177.

1738C

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Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[Brian_Hsu's solution](#)

178.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Brian_Hsu's solution](#)

179.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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180.

1542B

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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

[Brian_Hsu's solution](#)

181.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

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182.

609C

[Load Balancing](#) · [Tutorial](#)

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183.

1440C1

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Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Brian_Hsu's solution](#)

184.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Brian_Hsu's solution](#)

185.

1304C

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Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Brian_Hsu's solution](#)

186.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Brian_Hsu's solution](#)

187.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Brian_Hsu's solution](#)

188.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Brian Hsu's solution](#)

189.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Brian Hsu's solution](#)

190.

1753B

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Brian Hsu's solution](#)

191.

1671D

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[Brian Hsu's solution](#)

192.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Brian Hsu's solution](#)

193.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Brian Hsu's solution](#)

194.

1622C

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Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Brian Hsu's solution](#)

195.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Brian Hsu's solution](#)

196.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Brian Hsu's solution](#)

197.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Brian Hsu's solution](#)

198.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Brian_Hsu's solution](#)

199.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Brian_Hsu's solution](#)

200.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Brian_Hsu's solution](#)

201.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Brian_Hsu's solution](#)

202.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Brian_Hsu's solution](#)

203.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Brian_Hsu's solution](#)

204.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[Brian_Hsu's solution](#)

205.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Brian_Hsu's solution](#)

206.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Brian_Hsu's solution](#)

207.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Brian_Hsu's solution](#)

208.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Brian_Hsu's solution](#)

209.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Brian_Hsu's solution](#)

210.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Brian_Hsu's solution](#)

211.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Brian_Hsu's solution](#)

212.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Brian_Hsu's solution](#)

213.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Brian_Hsu's solution](#)

214.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Brian_Hsu's solution](#)

215.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Brian_Hsu's solution](#)

216.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[Brian_Hsu's solution](#)

217.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Brian_Hsu's solution](#)

218.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Brian Hsu's solution](#)

219.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Brian Hsu's solution](#)

220.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Brian Hsu's solution](#)

221.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Brian Hsu's solution](#)

222.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Brian Hsu's solution](#)

223.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Brian Hsu's solution](#)

224.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Brian Hsu's solution](#)

225.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Brian Hsu's solution](#)

226.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Brian Hsu's solution](#)

227.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Brian Hsu's solution](#)

228.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Brian_Hsu's solution](#)

229.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Brian_Hsu's solution](#)

230.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Brian_Hsu's solution](#)

231.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[Brian_Hsu's solution](#)

232.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Brian_Hsu's solution](#)

233.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Brian_Hsu's solution](#)

234.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Brian_Hsu's solution](#)

235.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Brian_Hsu's solution](#)

236.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Brian_Hsu's solution](#)

237.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Brian_Hsu's solution](#)

238.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Brian_Hsu's solution](#)

239.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Brian_Hsu's solution](#)

240.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Brian_Hsu's solution](#)

241.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Brian_Hsu's solution](#)

242.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Brian_Hsu's solution](#)

243.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Brian_Hsu's solution](#)

244.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Brian_Hsu's solution](#)

245.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Brian_Hsu's solution](#)

246.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Brian_Hsu's solution](#)

247.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Brian_Hsu's solution](#)

248.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Brian_Hsu's solution](#)

249.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Brian_Hsu's solution](#)

250.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Brian_Hsu's solution](#)

251.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Brian_Hsu's solution](#)

252.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Brian_Hsu's solution](#)

253.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Brian_Hsu's solution](#)

254.

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

[Brian_Hsu's solution](#)

255.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Brian_Hsu's solution](#)

256.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Brian_Hsu's solution](#)

257.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Brian_Hsu's solution](#)

258.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Brian_Hsu's solution](#)

259.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[Brian_Hsu's solution](#)

260.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Brian_Hsu's solution](#)

261.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Brian_Hsu's solution](#)

262.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Brian_Hsu's solution](#)

263.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Brian_Hsu's solution](#)

264.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Brian_Hsu's solution](#)

265.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Brian_Hsu's solution](#)

266.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Brian_Hsu's solution](#)

267.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Brian_Hsu's solution](#)

268.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Brian_Hsu's solution](#)

269.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Brian_Hsu's solution](#)

270.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Brian_Hsu's solution](#)

271.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Brian_Hsu's solution](#)

272.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Brian_Hsu's solution](#)

273.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Brian_Hsu's solution](#)

274.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Brian_Hsu's solution](#)

275.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Brian_Hsu's solution](#)

276.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Brian_Hsu's solution](#)

277.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Brian_Hsu's solution](#)

278.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Brian_Hsu's solution](#)

279.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Brian_Hsu's solution](#)

280.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

281.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[Brian_Hsu's solution](#)

282.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[Brian_Hsu's solution](#)

283.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Brian_Hsu's solution](#)

284.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Brian_Hsu's solution](#)

285.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Brian_Hsu's solution](#)

286.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Brian_Hsu's solution](#)

287.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Brian_Hsu's solution](#)

288.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Brian_Hsu's solution](#)

289.

1906K

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

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Brian_Hsu's solution](#)

290.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Brian_Hsu's solution](#)

291.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Brian_Hsu's solution](#)

292.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Brian_Hsu's solution](#)

293.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[Brian_Hsu's solution](#)

294.

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Brian_Hsu's solution](#)

295.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[Brian_Hsu's solution](#)

296.

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2021-11-14 · last AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Brian_Hsu's solution](#)

297.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Brian_Hsu's solution](#)

298.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[Brian_Hsu's solution](#)

299.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Brian_Hsu's solution](#)

300.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Brian_Hsu's solution](#)

301.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities

[Brian_Hsu's solution](#)

302.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Brian_Hsu's solution](#)

303.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

304.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

305.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

306.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

307.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

308.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

309.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

310.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —
[Brian_Hsu's solution](#)

311.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

312.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

313.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

314.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

315.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

316.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

317.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Brian_Hsu's solution](#)

318.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

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

319.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

320.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

321.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

322.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

323.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

324.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

325.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

326.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

327.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

328.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

329.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

330.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

331.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

332.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

333.

105444H

[Hiring and Firing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

334.

105444I

[Infection Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: —

[Brian_Hsu's solution](#)

335.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

336.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

337.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

338.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

339.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

340.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

341.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

342.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

343.

105444M

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

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

344.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

345.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

346.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

347.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

348.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

349.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

350.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

351.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

352.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

353.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

354.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

355.

102006L

[Sad Meals](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Brian_Hsu's solution](#)

356.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

357.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

358.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

359.

104757H

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

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

360.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

361.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

362.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: —

[Brian_Hsu's solution](#)

363.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

364.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

365.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: —

[Brian_Hsu's solution](#)

366.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

367.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

368.

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

369.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

370.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

371.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

372.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

373.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

374.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

375.

104011L

[Letters Q and F](#) · Tutorial

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

376.

104011B

[Boris and Berta](#) · Tutorial

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

377.

104011H

[Halfway There](#) · Tutorial

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

378.

104011A

[Anno Domini 2022](#) · Tutorial

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

379.

104805F

[Bickford fuse](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

380.

104805K

[Get the numbers](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

381.

104805D

[An abstract painting](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

382.

104805E

[Alley](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

383.

104805H

[Crawling](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

384.

104805J

[Lampshade](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

385.

104805N

[First words](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

386.

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

387.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

388.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

389.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

390.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

391.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

392.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

393.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

394.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

395.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

396.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

397.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

398.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

399.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

400.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

401.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

402.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

403.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

404.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

405.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

406.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

407.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

408.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

409.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

410.

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

411.

104639E

[Magical Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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412.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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413.

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

414.

104639I

[Pa?sWoRd](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

415.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

416.

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

417.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

418.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

419.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · PyPy 3-64 (first AC) · Tags: —

[Brian_Hsu's solution](#)

420.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

421.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

422.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

423.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

424.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

425.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

426.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

427.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

428.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

429.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

430.

104614L

[Which Warehouse? · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

431.

104614J

[Simple Solitaire · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

432.

104614F

[It's About Time · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

433.

104614K

[Two Charts Become One · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

434.

104614G

[Pea Pattern · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

435.

104614D

[Determining Nucleotide Assortments · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

436.

104614I

[Road To Savings · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

437.

104614B

[A Musical Question · Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

438.

104270M

[Function and Function · Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

439.

102900F

[Fountains · Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

440.

102900E

[The Journey of Geor Autumn · Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

441.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

442.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

443.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

444.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

445.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

446.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

447.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

448.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

449.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

450.

104454F

[Brass Birmingham: cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

451.

104454M

[Three cushion carom](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

452.

104454L

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

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

453.

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

454.

104454E

[Brass Birmingham: coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

455.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

456.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

457.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

458.

104454J

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

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

459.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

460.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

461.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

462.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

463.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

464.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

465.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

466.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

467.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

468.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

469.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

470.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

471.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

472.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

473.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

474.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

475.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

476.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

477.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

478.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

479.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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480.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

481.

102082B

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

Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

482.

104508G

[Grouping Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

483.

104508J

[Japanese Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

484.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

485.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

486.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

487.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

488.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

489.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

490.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

491.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

492.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

493.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

494.

104160A

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

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

495.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

496.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

497.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

498.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

499.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

500.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

501.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

502.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

503.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

504.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

505.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

506.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

507.

104008J

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

508.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

509.

104008C

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

510.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

511.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

512.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

513.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

514.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

515.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

516.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

517.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

518.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

519.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

520.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

521.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

522.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

523.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

524.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

525.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

526.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

527.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

528.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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529.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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530.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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531.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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532.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

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533.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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534.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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535.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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536.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

537.

101161J

[Printing Press](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

538.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

539.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

540.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

541.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

542.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

543.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

544.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

545.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

546.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

547.

101161D

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Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

548.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

549.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

550.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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551.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

552.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

553.

103729J

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

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

554.

103729C

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

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

555.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

556.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

557.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

558.

103729B

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

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

559.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

560.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

561.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

562.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

563.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

564.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

565.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

566.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

567.

101612L

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

568.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

569.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

570.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

571.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

572.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

573.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

574.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

575.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

576.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

577.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

578.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

579.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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580.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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581.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

582.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

583.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

584.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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585.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

586.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

587.

103637G

[Geometric shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

588.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

589.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

590.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

591.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

592.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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593.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

594.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

595.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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596.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

597.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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598.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

599.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

600.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

601.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

602.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

603.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

604.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

605.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

606.

100876G

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

607.

100876E

[Hello Space!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

608.

100876D

[Generalized Fibonacci Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

609.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

610.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

611.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

612.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

613.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

614.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

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

[Brian_Hsu's solution](#)

615.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

616.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

617.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Brian_Hsu's solution](#)

618.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

619.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

620.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

621.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

622.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

623.

103081K

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

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

624.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

625.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

626.

103294C

[Bugged Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

627.

100553G

[Gomoku](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

628.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

629.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

630.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

631.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

632.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

633.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

634.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

635.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

636.

101158K

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

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

637.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

638.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

639.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

640.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

641.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

642.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

643.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

644.

100553I

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Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

645.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Brian_Hsu's solution](#)

646.

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