

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

<https://cfelitetracker.vercel.app>

Unique solved — CSHwang

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

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

Filters: none

Count: 1,019

1.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

[CSHwang's solution](#)

2.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[CSHwang's solution](#)

3.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[CSHwang's solution](#)

4.

1909A

[Distinct Buttons](#) · [Tutorial](#)

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

[CSHwang's solution](#)

5.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

6.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[CSHwang's solution](#)

7.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

8.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[CSHwang's solution](#)

9.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[CSHwang's solution](#)

10.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CSHwang's solution](#)

11.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[CSHwang's solution](#)

12.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[CSHwang's solution](#)

13.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CSHwang's solution](#)

14.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CSHwang's solution](#)

15.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[CSHwang's solution](#)

16.

1899A

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

Quality: 92,821 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[CSHwang's solution](#)

17.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[CSHwang's solution](#)

18.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,381 global accepts · Rating: 800 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[CSHwang's solution](#)

19.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[CSHwang's solution](#)

20.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[CSHwang's solution](#)

21.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CSHwang's solution](#)

22.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CSHwang's solution](#)

23.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[CSHwang's solution](#)

24.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[CSHwang's solution](#)

25.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CSHwang's solution](#)

26.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CSHwang's solution](#)

27.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CSHwang's solution](#)

28.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[CSHwang's solution](#)

29.

1629A

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

Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[CSHwang's solution](#)

30.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[CSHwang's solution](#)

31.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

32.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CSHwang's solution](#)

33.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

34.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,106 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CSHwang's solution](#)

35.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,336 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CSHwang's solution](#)

36.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[CSHwang's solution](#)

37.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[CSHwang's solution](#)

38.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CSHwang's solution](#)

39.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[CSHwang's solution](#)

40.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

41.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[CSHwang's solution](#)

42.

1552A

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

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

[CSHwang's solution](#)

43.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: bitmasks

[CSHwang's solution](#)

44.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math

[CSHwang's solution](#)

45.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[CSHwang's solution](#)

46.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy

[CSHwang's solution](#)

47.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[CSHwang's solution](#)

48.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[CSHwang's solution](#)

49.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[CSHwang's solution](#)

50.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: implementation, two pointers

[CSHwang's solution](#)

51.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: math, number theory

[CSHwang's solution](#)

52.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

53.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[CSHwang's solution](#)

54.

1453A

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

Quality: 24,278 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation

[CSHwang's solution](#)

55.

1438A

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

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

[CSHwang's solution](#)

56.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math

[CSHwang's solution](#)

57.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 800 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[CSHwang's solution](#)

58.

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[CSHwang's solution](#)

59.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy

[CSHwang's solution](#)

60.

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

61.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[CSHwang's solution](#)

62.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[CSHwang's solution](#)

63.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: *special, math

[CSHwang's solution](#)

64.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: games, math

[CSHwang's solution](#)

65.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

66.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

67.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

68.

932A

[Palindromic Supersequence](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

69.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

70.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

71.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: math

[CSHwang's solution](#)

72.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,296 global accepts · Rating: 800 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

73.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

74.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

75.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[CSHwang's solution](#)

76.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[CSHwang's solution](#)

77.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[CSHwang's solution](#)

78.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[CSHwang's solution](#)

79.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[CSHwang's solution](#)

80.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[CSHwang's solution](#)

81.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[CSHwang's solution](#)

82.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,095 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[CSHwang's solution](#)

83.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[CSHwang's solution](#)

84.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[CSHwang's solution](#)

85.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[CSHwang's solution](#)

86.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[CSHwang's solution](#)

87.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[CSHwang's solution](#)

88.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

89.

1430A

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

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

[CSHwang's solution](#)

90.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[CSHwang's solution](#)

91.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[CSHwang's solution](#)

92.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,180 global accepts · Rating: 900 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: implementation, math

[CSHwang's solution](#)

93.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,709 global accepts · Rating: 900 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[CSHwang's solution](#)

94.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[CSHwang's solution](#)

95.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

96.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math

[CSHwang's solution](#)

97.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[CSHwang's solution](#)

98.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[CSHwang's solution](#)

99.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: implementation, math

[CSHwang's solution](#)

100.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[CSHwang's solution](#)

101.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[CSHwang's solution](#)

102.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[CSHwang's solution](#)

103.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[CSHwang's solution](#)

104.

1876A

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

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[CSHwang's solution](#)

105.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

106.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[CSHwang's solution](#)

107.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[CSHwang's solution](#)

108.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[CSHwang's solution](#)

109.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[CSHwang's solution](#)

110.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[CSHwang's solution](#)

111.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[CSHwang's solution](#)

112.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, greedy

[CSHwang's solution](#)

113.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

114.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[CSHwang's solution](#)

115.

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[CSHwang's solution](#)

116.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[CSHwang's solution](#)

117.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[CSHwang's solution](#)

118.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: games, greedy

[CSHwang's solution](#)

119.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[CSHwang's solution](#)

120.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

121.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[CSHwang's solution](#)

122.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[CSHwang's solution](#)

123.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[CSHwang's solution](#)

124.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[CSHwang's solution](#)

125.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[CSHwang's solution](#)

126.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

127.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[CSHwang's solution](#)

128.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[CSHwang's solution](#)

129.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[CSHwang's solution](#)

130.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[CSHwang's solution](#)

131.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math

[CSHwang's solution](#)

132.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[CSHwang's solution](#)

133.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

134.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[CSHwang's solution](#)

135.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[CSHwang's solution](#)

136.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

137.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[CSHwang's solution](#)

138.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: games, math

[CSHwang's solution](#)

139.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: games, math

[CSHwang's solution](#)

140.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: brute force, greedy

[CSHwang's solution](#)

141.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: greedy

[CSHwang's solution](#)

142.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: implementation, math, number theory

[CSHwang's solution](#)

143.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[CSHwang's solution](#)

144.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[CSHwang's solution](#)

145.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[CSHwang's solution](#)

146.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[CSHwang's solution](#)

147.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CSHwang's solution](#)

148.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CSHwang's solution](#)

149.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[CSHwang's solution](#)

150.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[CSHwang's solution](#)

151.

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[CSHwang's solution](#)

152.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: games
[CSHwang's solution](#)

153.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[CSHwang's solution](#)

154.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[CSHwang's solution](#)

155.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[CSHwang's solution](#)

156.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[CSHwang's solution](#)

157.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[CSHwang's solution](#)

158.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[CSHwang's solution](#)

159.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[CSHwang's solution](#)

160.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[CSHwang's solution](#)

161.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation
[CSHwang's solution](#)

162.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[CSHwang's solution](#)

163.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[CSHwang's solution](#)

164.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[CSHwang's solution](#)

165.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[CSHwang's solution](#)

166.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[CSHwang's solution](#)

167.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: implementation, trees
[CSHwang's solution](#)

168.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[CSHwang's solution](#)

169.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[CSHwang's solution](#)

170.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[CSHwang's solution](#)

171.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

172.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: games, greedy, implementation

[CSHwang's solution](#)

173.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[CSHwang's solution](#)

174.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

175.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[CSHwang's solution](#)

176.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[CSHwang's solution](#)

177.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[CSHwang's solution](#)

178.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[CSHwang's solution](#)

179.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CSHwang's solution](#)

180.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[CSHwang's solution](#)

181.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[CSHwang's solution](#)

182.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

183.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[CSHwang's solution](#)

184.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[CSHwang's solution](#)

185.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[CSHwang's solution](#)

186.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[CSHwang's solution](#)

187.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[CSHwang's solution](#)

188.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[CSHwang's solution](#)

189.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[CSHwang's solution](#)

190.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[CSHwang's solution](#)

191.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[CSHwang's solution](#)

192.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[CSHwang's solution](#)

193.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[CSHwang's solution](#)

194.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[CSHwang's solution](#)

195.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[CSHwang's solution](#)

196.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[CSHwang's solution](#)

197.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[CSHwang's solution](#)

198.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: brute force, dp

[CSHwang's solution](#)

199.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: games, greedy

[CSHwang's solution](#)

200.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar

[CSHwang's solution](#)

201.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

202.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: brute force

[CSHwang's solution](#)

203.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, number theory

[CSHwang's solution](#)

204.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[CSHwang's solution](#)

205.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

206.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: greedy, sortings

[CSHwang's solution](#)

207.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, dp, strings

[CSHwang's solution](#)

208.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[CSHwang's solution](#)

209.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[CSHwang's solution](#)

210.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[CSHwang's solution](#)

211.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[CSHwang's solution](#)

212.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[CSHwang's solution](#)

213.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[CSHwang's solution](#)

214.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[CSHwang's solution](#)

215.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CSHwang's solution](#)

216.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[CSHwang's solution](#)

217.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

218.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[CSHwang's solution](#)

219.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[CSHwang's solution](#)

220.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[CSHwang's solution](#)

221.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[CSHwang's solution](#)

222.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[CSHwang's solution](#)

223.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[CSHwang's solution](#)

224.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[CSHwang's solution](#)

225.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[CSHwang's solution](#)

226.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[CSHwang's solution](#)

227.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[CSHwang's solution](#)

228.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[CSHwang's solution](#)

229.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[CSHwang's solution](#)

230.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[CSHwang's solution](#)

231.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[CSHwang's solution](#)

232.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[CSHwang's solution](#)

233.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[CSHwang's solution](#)

234.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[CSHWang's solution](#)

235.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[CSHWang's solution](#)

236.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings

[CSHWang's solution](#)

237.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: brute force, games

[CSHWang's solution](#)

238.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation

[CSHWang's solution](#)

239.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[CSHWang's solution](#)

240.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CSHWang's solution](#)

241.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[CSHWang's solution](#)

242.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[CSHWang's solution](#)

243.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CSHWang's solution](#)

244.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[CSHWang's solution](#)

245.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[CSHwang's solution](#)

246.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[CSHwang's solution](#)

247.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[CSHwang's solution](#)

248.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[CSHwang's solution](#)

249.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[CSHwang's solution](#)

250.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[CSHwang's solution](#)

251.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[CSHwang's solution](#)

252.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[CSHwang's solution](#)

253.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[CSHwang's solution](#)

254.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation
[CSHwang's solution](#)

255.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[CSHwang's solution](#)

256.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[CSHwang's solution](#)

257.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[CSHwang's solution](#)

258.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[CSHwang's solution](#)

259.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[CSHwang's solution](#)

260.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[CSHwang's solution](#)

261.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

262.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[CSHwang's solution](#)

263.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[CSHwang's solution](#)

264.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CSHwang's solution](#)

265.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: dp

[CSHwang's solution](#)

266.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[CSHwang's solution](#)

267.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2018-01-01 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[CSHwang's solution](#)

268.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[CSHwang's solution](#)

269.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[CSHwang's solution](#)

270.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: implementation, math, sortings

[CSHwang's solution](#)

271.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

272.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[CSHwang's solution](#)

273.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[CSHwang's solution](#)

274.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[CSHwang's solution](#)

275.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[CSHwang's solution](#)

276.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[CSHwang's solution](#)

277.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[CSHwang's solution](#)

278.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[CSHwang's solution](#)

279.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[CSHwang's solution](#)

280.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[CSHwang's solution](#)

281.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CSHwang's solution](#)

282.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[CSHwang's solution](#)

283.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[CSHwang's solution](#)

284.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[CSHwang's solution](#)

285.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[CSHwang's solution](#)

286.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, matrices

[CSHwang's solution](#)

287.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[CSHwang's solution](#)

288.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

289.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[CSHwang's solution](#)

290.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[CSHwang's solution](#)

291.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[CSHwang's solution](#)

292.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[CSHwang's solution](#)

293.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[CSHwang's solution](#)

294.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[CSHwang's solution](#)

295.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation

[CSHwang's solution](#)

296.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-06 · GNU C++ (first AC) · Tags: binary search, data structures

[CSHwang's solution](#)

297.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

298.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: games, math, number theory

[CSHwang's solution](#)

299.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[CSHwang's solution](#)

300.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · GNU C++ (first AC) · Tags: geometry

[CSHwang's solution](#)

301.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[CSHwang's solution](#)

302.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: brute force, number theory

[CSHwang's solution](#)

303.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: dp, implementation

[CSHwang's solution](#)

304.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: brute force, dp, strings, two pointers

[CSHwang's solution](#)

305.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[CSHwang's solution](#)

306.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: binary search, ternary search

[CSHwang's solution](#)

307.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, games, graphs, greedy, trees

[CSHwang's solution](#)

308.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[CSHwang's solution](#)

309.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[CSHwang's solution](#)

310.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[CSHwang's solution](#)

311.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

312.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[CSHwang's solution](#)

313.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[CSHwang's solution](#)

314.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CSHwang's solution](#)

315.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

316.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[CSHwang's solution](#)

317.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

[CSHwang's solution](#)

318.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[CSHwang's solution](#)

319.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[CSHwang's solution](#)

320.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[CSHwang's solution](#)

321.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[CSHwang's solution](#)

322.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[CSHwang's solution](#)

323.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[CSHwang's solution](#)

324.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[CSHwang's solution](#)

325.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[CSHwang's solution](#)

326.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[CSHwang's solution](#)

327.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[CSHwang's solution](#)

328.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CSHwang's solution](#)

329.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[CSHwang's solution](#)

330.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[CSHwang's solution](#)

331.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[CSHwang's solution](#)

332.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

333.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[CSHwang's solution](#)

334.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[CSHwang's solution](#)

335.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[CSHwang's solution](#)

336.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[CSHwang's solution](#)

337.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[CSHwang's solution](#)

338.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

[CSHwang's solution](#)

339.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[CSHwang's solution](#)

340.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, trees

[CSHwang's solution](#)

341.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[CSHwang's solution](#)

342.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[CSHwang's solution](#)

343.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: brute force, math, number theory

[CSHwang's solution](#)

344.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms

[CSHwang's solution](#)

345.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-12-08 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[CSHwang's solution](#)

346.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[CSHwang's solution](#)

347.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[CSHwang's solution](#)

348.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[CSHwang's solution](#)

349.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[CSHwang's solution](#)

350.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[CSHwang's solution](#)

351.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[CSHwang's solution](#)

352.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CSHwang's solution](#)

353.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[CSHwang's solution](#)

354.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[CSHwang's solution](#)

355.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings, two pointers

[CSHwang's solution](#)

356.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[CSHwang's solution](#)

357.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[CSHwang's solution](#)

358.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[CSHwang's solution](#)

359.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[CSHwang's solution](#)

360.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[CSHwang's solution](#)

361.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[CSHwang's solution](#)

362.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[CSHwang's solution](#)

363.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[CSHwang's solution](#)

364.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[CSHwang's solution](#)

365.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[CSHwang's solution](#)

366.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[CSHwang's solution](#)

367.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[CSHwang's solution](#)

368.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: implementation

[CSHwang's solution](#)

369.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[CSHwang's solution](#)

370.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[CSHwang's solution](#)

371.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math
[CSHwang's solution](#)

372.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[CSHwang's solution](#)

373.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings
[CSHwang's solution](#)

374.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: *special, probabilities
[CSHwang's solution](#)

375.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · last AC: 2018-02-15 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[CSHwang's solution](#)

376.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: greedy, sortings
[CSHwang's solution](#)

377.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2017-07-15 · GNU C++ (first AC) · Tags: dp, games, math, probabilities
[CSHwang's solution](#)

378.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
[CSHwang's solution](#)

379.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[CSHwang's solution](#)

380.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[CSHwang's solution](#)

381.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[CSHwang's solution](#)

382.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[CSHwang's solution](#)

383.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[CSHwang's solution](#)

384.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[CSHwang's solution](#)

385.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[CSHwang's solution](#)

386.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[CSHwang's solution](#)

387.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CSHwang's solution](#)

388.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[CSHwang's solution](#)

389.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[CSHwang's solution](#)

390.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[CSHwang's solution](#)

391.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[CSHwang's solution](#)

392.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[CSHwang's solution](#)

393.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[CSHwang's solution](#)

394.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[CSHwang's solution](#)

395.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[CSHwang's solution](#)

396.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[CSHwang's solution](#)

397.

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

[CSHwang's solution](#)

398.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[CSHwang's solution](#)

399.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[CSHwang's solution](#)

400.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[CSHwang's solution](#)

401.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[CSHwang's solution](#)

402.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[CSHwang's solution](#)

403.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[CSHwang's solution](#)

404.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[CSHwang's solution](#)

405.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

406.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[CSHwang's solution](#)

407.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[CSHwang's solution](#)

408.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[CSHwang's solution](#)

409.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[CSHwang's solution](#)

410.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[CSHwang's solution](#)

411.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[CSHwang's solution](#)

412.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[CSHwang's solution](#)

413.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[CSHwang's solution](#)

414.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[CSHwang's solution](#)

415.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[CSHwang's solution](#)

416.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[CSHwang's solution](#)

417.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: *special, brute force, interactive

[CSHwang's solution](#)

418.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: math, probabilities

[CSHwang's solution](#)

419.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-08-02 · last AC: 2017-08-02 · GNU C++ (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[CSHwang's solution](#)

420.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: brute force, dp, hashing, strings

[CSHwang's solution](#)

421.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[CSHwang's solution](#)

422.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[CSHwang's solution](#)

423.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[CSHwang's solution](#)

424.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[CSHwang's solution](#)

425.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[CSHwang's solution](#)

426.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[CSHwang's solution](#)

427.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[CSHwang's solution](#)

428.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[CSHwang's solution](#)

429.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[CSHwang's solution](#)

430.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[CSHwang's solution](#)

431.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[CSHwang's solution](#)

432.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[CSHwang's solution](#)

433.

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[CSHwang's solution](#)

434.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[CSHwang's solution](#)

435.

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[CSHwang's solution](#)

436.

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
[CSHwang's solution](#)

437.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[CSHwang's solution](#)

438.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[CSHwang's solution](#)

439.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[CSHwang's solution](#)

440.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy,

strings

[CSHwang's solution](#)

441.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[CSHwang's solution](#)

442.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[CSHwang's solution](#)

443.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[CSHwang's solution](#)

444.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2018-03-19 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[CSHwang's solution](#)

445.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-20 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths

[CSHwang's solution](#)

446.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[CSHwang's solution](#)

447.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[CSHwang's solution](#)

448.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[CSHwang's solution](#)

449.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[CSHwang's solution](#)

450.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, meet-in-the-middle
[CSHwang's solution](#)

451.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[CSHwang's solution](#)

452.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[CSHwang's solution](#)

453.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[CSHwang's solution](#)

454.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[CSHwang's solution](#)

455.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[CSHwang's solution](#)

456.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[CSHwang's solution](#)

457.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[CSHwang's solution](#)

458.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[CSHwang's solution](#)

459.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[CSHwang's solution](#)

460.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, sortings

[CSHwang's solution](#)

461.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[CSHwang's solution](#)

462.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[CSHwang's solution](#)

463.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[CSHwang's solution](#)

464.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[CSHwang's solution](#)

465.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[CSHwang's solution](#)

466.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[CSHwang's solution](#)

467.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[CSHwang's solution](#)

468.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[CSHwang's solution](#)

469.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[CSHwang's solution](#)

470.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[CSHwang's solution](#)

471.

1660F2

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

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[CSHwang's solution](#)

472.

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[CSHwang's solution](#)

473.

1599H

[Hidden Fortress · Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[CSHwang's solution](#)

474.

1575L

[Longest Array Deconstruction · Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[CSHwang's solution](#)

475.

1511E

[Colorings and Dominoes · Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[CSHwang's solution](#)

476.

1510G

[Guide · Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

477.

1510D

[Digits · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp, math, number theory

[CSHwang's solution](#)

478.

1499D

[The Number of Pairs · Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, math, number theory

[CSHwang's solution](#)

479.

1466F

[Euclid's nightmare · Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[CSHwang's solution](#)

480.

1372D

[Omkar and Circle · Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, dp, games, greedy

[CSHwang's solution](#)

481.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[CSHwang's solution](#)

482.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[CSHwang's solution](#)

483.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs
[CSHwang's solution](#)

484.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dp, matrices, sortings
[CSHwang's solution](#)

485.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2018-03-18 · GNU C++ (first AC) · Tags: data structures, dfs and similar
[CSHwang's solution](#)

486.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-09-06 · last AC: 2017-09-13 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[CSHwang's solution](#)

487.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2017-08-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[CSHwang's solution](#)

488.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[CSHwang's solution](#)

489.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[CSHwang's solution](#)

490.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[CSHwang's solution](#)

491.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

[CSHwang's solution](#)

492.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[CSHwang's solution](#)

493.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[CSHwang's solution](#)

494.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[CSHwang's solution](#)

495.

806C

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

Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[CSHwang's solution](#)

496.

807E

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

Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[CSHwang's solution](#)

497.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[CSHwang's solution](#)

498.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[CSHwang's solution](#)

499.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[CSHwang's solution](#)

500.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[CSHwang's solution](#)

501.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[CSHwang's solution](#)

502.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[CSHwang's solution](#)

503.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[CSHwang's solution](#)

504.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[CSHwang's solution](#)

505.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[CSHwang's solution](#)

506.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[CSHwang's solution](#)

507.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[CSHwang's solution](#)

508.

1575H

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

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[CSHwang's solution](#)

509.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[CSHwang's solution](#)

510.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[CSHwang's solution](#)

511.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[CSHwang's solution](#)

512.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math
[CSHwang's solution](#)

513.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math
[CSHwang's solution](#)

514.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[CSHwang's solution](#)

515.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings
[CSHwang's solution](#)

516.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[CSHwang's solution](#)

517.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[CSHwang's solution](#)

518.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[CSHwang's solution](#)

519.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[CSHwang's solution](#)

520.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[CSHwang's solution](#)

521.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[CSHwang's solution](#)

522.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[CSHwang's solution](#)

523.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: binary search, interactive

[CSHwang's solution](#)

524.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: dp

[CSHwang's solution](#)

525.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[CSHwang's solution](#)

526.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[CSHwang's solution](#)

527.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[CSHwang's solution](#)

528.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[CSHwang's solution](#)

529.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[CSHwang's solution](#)

530.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

531.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[CSHwang's solution](#)

532.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[CSHwang's solution](#)

533.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[CSHwang's solution](#)

534.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[CSHwang's solution](#)

535.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[CSHwang's solution](#)

536.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[CSHwang's solution](#)

537.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[CSHwang's solution](#)

538.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[CSHwang's solution](#)

539.

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

[CSHwang's solution](#)

540.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft

[CSHwang's solution](#)

541.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[CSHwang's solution](#)

542.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[CSHwang's solution](#)

543.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[CSHwang's solution](#)

544.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[CSHwang's solution](#)

545.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[CSHwang's solution](#)

546.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[CSHwang's solution](#)

547.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[CSHwang's solution](#)

548.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[CSHwang's solution](#)

549.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[CSHwang's solution](#)

550.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

551.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[CSHwang's solution](#)

552.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[CSHwang's solution](#)

553.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[CSHwang's solution](#)

554.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-08-29 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[CSHwang's solution](#)

555.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[CSHwang's solution](#)

556.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[CSHwang's solution](#)

557.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[CSHwang's solution](#)

558.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[CSHwang's solution](#)

559.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · last AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[CSHwang's solution](#)

560.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[CSHwang's solution](#)

561.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[CSHwang's solution](#)

562.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[CSHwang's solution](#)

563.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[CSHwang's solution](#)

564.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[CSHwang's solution](#)

565.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[CSHwang's solution](#)

566.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[CSHwang's solution](#)

567.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[CSHwang's solution](#)

568.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[CSHwang's solution](#)

569.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[CSHwang's solution](#)

570.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[CSHwang's solution](#)

571.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[CSHwang's solution](#)

572.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

573.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[CSHwang's solution](#)

574.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[CSHwang's solution](#)

575.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[CSHwang's solution](#)

576.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[CSHwang's solution](#)

577.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[CSHwang's solution](#)

578.

1218D

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

Quality: 604 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[CSHwang's solution](#)

579.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[CSHwang's solution](#)

580.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[CSHwang's solution](#)

581.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[CSHwang's solution](#)

582.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[CSHwang's solution](#)

583.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[CSHwang's solution](#)

584.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[CSHwang's solution](#)

585.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[CSHwang's solution](#)

586.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[CSHwang's solution](#)

587.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[CSHwang's solution](#)

588.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[CSHwang's solution](#)

589.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[CSHwang's solution](#)

590.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[CSHwang's solution](#)

591.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing

[CSHwang's solution](#)

592.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[CSHwang's solution](#)

593.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs,

greedy, implementation, math, sortings

[CSHwang's solution](#)

594.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[CSHwang's solution](#)

595.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[CSHwang's solution](#)

596.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2018-03-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[CSHwang's solution](#)

597.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-12-15 · last AC: 2017-12-19 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[CSHwang's solution](#)

598.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs, matrices

[CSHwang's solution](#)

599.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[CSHwang's solution](#)

600.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[CSHwang's solution](#)

601.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

602.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[CSHwang's solution](#)

603.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CSHwang's solution](#)

604.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

605.

1906K

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[CSHwang's solution](#)

606.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[CSHwang's solution](#)

607.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[CSHwang's solution](#)

608.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[CSHwang's solution](#)

609.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[CSHwang's solution](#)

610.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[CSHwang's solution](#)

611.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[CSHwang's solution](#)

612.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[CSHwang's solution](#)

613.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[CSHwang's solution](#)

614.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[CSHwang's solution](#)

615.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[CSHwang's solution](#)

616.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[CSHwang's solution](#)

617.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[CSHwang's solution](#)

618.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[CSHwang's solution](#)

619.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[CSHwang's solution](#)

620.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[CSHwang's solution](#)

621.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[CSHwang's solution](#)

622.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[CSHwang's solution](#)

623.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[CSHwang's solution](#)

624.

1712E2

[LCM Sum \(hard version\) · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[CSHwang's solution](#)

625.

1710C

[XOR Triangle · Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[CSHwang's solution](#)

626.

1658E

[Gojou and Matrix Game · Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[CSHwang's solution](#)

627.

1556F

[Sports Betting · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[CSHwang's solution](#)

628.

1527E

[Partition Game · Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[CSHwang's solution](#)

629.

1497E2

[Square-Free Division \(hard version\) · Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[CSHwang's solution](#)

630.

1497D

[Genius · Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory

[CSHwang's solution](#)

631.

868F

[Yet Another Minimization Problem · Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[CSHwang's solution](#)

632.

835F

[Roads in the Kingdom · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[CSHwang's solution](#)

633.

771D

[Bear and Company · Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-09-13 · GNU C++ (first AC) · Tags: dp

[CSHwang's solution](#)

634.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[CSHwang's solution](#)

635.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[CSHwang's solution](#)

636.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[CSHwang's solution](#)

637.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[CSHwang's solution](#)

638.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CSHwang's solution](#)

639.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[CSHwang's solution](#)

640.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[CSHwang's solution](#)

641.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[CSHwang's solution](#)

642.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[CSHwang's solution](#)

643.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[CSHwang's solution](#)

644.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees
[CSHwang's solution](#)

645.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[CSHwang's solution](#)

646.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[CSHwang's solution](#)

647.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[CSHwang's solution](#)

648.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[CSHwang's solution](#)

649.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[CSHwang's solution](#)

650.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[CSHwang's solution](#)

651.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[CSHwang's solution](#)

652.

810E

[Find a car](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[CSHwang's solution](#)

653.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2018-03-25 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings
[CSHwang's solution](#)

654.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[CSHwang's solution](#)

655.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[CSHwang's solution](#)

656.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[CSHwang's solution](#)

657.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[CSHwang's solution](#)

658.

807F

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[CSHwang's solution](#)

659.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[CSHwang's solution](#)

660.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[CSHwang's solution](#)

661.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[CSHwang's solution](#)

662.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[CSHwang's solution](#)

663.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[CSHwang's solution](#)

664.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[CSHwang's solution](#)

665.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

666.

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[CSHwang's solution](#)

667.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[CSHwang's solution](#)

668.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[CSHwang's solution](#)

669.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[CSHwang's solution](#)

670.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[CSHwang's solution](#)

671.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[CSHwang's solution](#)

672.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[CSHwang's solution](#)

673.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[CSHwang's solution](#)

674.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[CSHwang's solution](#)

675.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[CSHwang's solution](#)

676.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[CSHwang's solution](#)

677.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, fft, number theory

[CSHwang's solution](#)

678.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2017-12-19 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[CSHwang's solution](#)

679.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[CSHwang's solution](#)

680.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[CSHwang's solution](#)

681.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[CSHwang's solution](#)

682.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

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

[CSHwang's solution](#)

683.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

684.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

685.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[CSHwang's solution](#)

686.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

687.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · PyPy 3-64 (first AC) · Tags: —
[CSHwang's solution](#)

688.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

689.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

690.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

691.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

692.

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

693.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

694.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[CSHwang's solution](#)

695.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

696.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

697.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

698.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

699.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

700.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

701.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

702.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

703.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

704.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

705.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

706.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

707.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

708.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

709.

105245E

[XOR Priority](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

710.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

711.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

712.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

713.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

714.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

715.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

716.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

717.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[CSHwang's solution](#)

718.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

719.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

720.

103495H

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

Rating: — · first AC: 2022-01-08 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

721.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

722.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

723.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

724.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

725.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

726.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

727.

104857I

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

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

[CSHwang's solution](#)

728.

104857J

[Takeout Delivering](#) · [Tutorial](#)

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

[CSHwang's solution](#)

729.

104857L

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

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

[CSHwang's solution](#)

730.

104813H

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

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

731.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

732.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

733.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

734.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

735.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

736.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

737.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

738.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · PyPy 3 (first AC) · Tags: —

[CSHwang's solution](#)

739.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

740.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

741.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

742.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

743.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

744.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

745.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

746.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

747.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

748.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

749.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

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

[CSHwang's solution](#)

750.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

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

[CSHwang's solution](#)

751.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

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

[CSHwang's solution](#)

752.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

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

[CSHwang's solution](#)

753.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

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

[CSHwang's solution](#)

754.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

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

[CSHwang's solution](#)

755.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

756.

104649B1

[Draupnir B1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

757.

104649B2

[Draupnir B2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

758.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

759.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

760.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

761.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

762.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

763.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

764.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

765.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

766.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

767.

101380G

[Questionable Genetic Detection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

768.

101380A

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

Rating: — · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

769.

101380D

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

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

770.

101380C

[Completely Non-zero Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

771.

101380H

[Strictly Off Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

772.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

773.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

774.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

775.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

776.

102916M

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

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

777.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

778.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

779.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

780.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

781.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

782.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

783.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

784.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

785.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

786.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

787.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

788.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

789.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

790.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

791.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

792.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

793.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

794.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

795.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

796.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

797.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · last AC: 2023-02-27 · Python 3 (first AC) · Tags: —

[CSHwang's solution](#)

798.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

799.

104064G

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

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

800.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

801.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

802.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

803.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

804.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

805.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

806.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

807.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · last AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

808.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

809.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

810.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

811.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

812.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

813.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

814.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

815.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

816.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

817.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

818.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

819.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

820.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

821.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

822.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

823.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

824.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

825.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

826.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

827.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

828.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

829.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

830.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

831.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

832.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

833.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

834.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[CSHwang's solution](#)

835.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CSHwang's solution](#)

836.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[CSHwang's solution](#)

837.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[CSHwang's solution](#)

838.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[CSHwang's solution](#)

839.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

840.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

841.

103957L

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

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

842.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

843.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

844.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

845.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

846.

101371E

[Friendly Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

847.

101371J

[Cornerless Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · Python 3 (first AC) · Tags: —

[CSHwang's solution](#)

848.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

849.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

850.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

851.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

852.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

853.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

854.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

855.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

856.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

857.

103366D

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

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

858.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

859.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

860.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

861.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · Python 3 (first AC) · Tags: —

[CSHwang's solution](#)

862.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

863.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

864.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

865.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

866.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

867.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

868.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

869.

103371A

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

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

870.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

871.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

872.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

873.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

874.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

875.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

876.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

877.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

878.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

879.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

880.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · last AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

881.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

882.

102394I

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

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

883.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

884.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

885.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

886.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

887.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

888.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

889.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

890.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

891.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

892.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

893.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

894.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

895.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

896.

103466I

[Space Station](#) · [Tutorial](#)

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

[CSHwang's solution](#)

897.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

898.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

899.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

900.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

901.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

902.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

903.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

904.

103743F

[Pockets](#) · [Tutorial](#)

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

[CSHwang's solution](#)

905.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

906.

103743G

[GCD on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

907.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

908.

103743L

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

Rating: — · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

909.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

910.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

911.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

912.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

913.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

914.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

915.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

916.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

917.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

918.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

919.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

920.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

921.

103688E

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

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

922.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

923.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

924.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

925.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

926.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

927.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

928.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[CSHwang's solution](#)

929.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

930.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

931.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

932.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

933.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

934.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

935.

103495C

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

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

936.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

937.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

938.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

939.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

940.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

941.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

942.

103470M

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

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

943.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

944.

102091F

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

Rating: — · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

945.

102091J

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

Rating: — · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

946.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

947.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

948.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

949.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

950.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

951.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

952.

103428J

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

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

953.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

954.

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

955.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

956.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

957.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

958.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CSHwang's solution](#)

959.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

960.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

961.

103388B

[Beautiful Words](#) · [Tutorial](#)

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

[CSHwang's solution](#)

962.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

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

[CSHwang's solution](#)

963.

103388C

[Creating Multiples](#) · [Tutorial](#)

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

[CSHwang's solution](#)

964.

103388E

[Escalator](#) · [Tutorial](#)

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

[CSHwang's solution](#)

965.

103388I

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

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

[CSHwang's solution](#)

966.

103388G

[Getting in Shape](#) · [Tutorial](#)

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

[CSHwang's solution](#)

967.

103388N

[No Luck](#) · [Tutorial](#)

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

[CSHwang's solution](#)

968.

103388K

[Kathmandu](#) · [Tutorial](#)

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

[CSHwang's solution](#)

969.

103388H

[Handling the Blocks](#) · [Tutorial](#)

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

[CSHwang's solution](#)

970.

102896L

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

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

971.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

972.

102896G

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

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

973.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

974.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

975.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

976.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

977.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

978.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

979.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

980.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

981.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

982.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

983.

103260A

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

Rating: — · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

984.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

985.

103260J

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

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

986.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

987.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

988.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

989.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

990.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

991.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · last AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

992.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

993.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

994.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[CSHwang's solution](#)

995.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

996.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

997.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

998.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

999.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1000.

103117D

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

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1001.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1002.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1003.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1004.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1005.

103081K

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

Rating: — · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1006.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1007.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1008.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1009.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1010.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1011.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1012.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1013.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1014.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1015.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[CSHwang's solution](#)

1016.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1017.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1018.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)

1019.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · last AC: 2019-01-08 · GNU C++11 (first AC) · Tags: —

[CSHwang's solution](#)