

Unique solved — Crystally

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

Sort: Problem rating · easier first

Filters: none

Count: 1,538

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[Crystally's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Crystally's solution](#)

3.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Crystally's solution](#)

4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[Crystally's solution](#)

5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

6.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Crystally's solution](#)

7.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Crystally's solution](#)

8.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Crystally's solution](#)

9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Crystally's solution](#)

10.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Crystally's solution](#)

11.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Crystally's solution](#)

12.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Crystally's solution](#)

13.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Crystally's solution](#)

14.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[Crystally's solution](#)

15.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Crystally's solution](#)

16.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

17.

1930A

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

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

[Crystally's solution](#)

18.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Crystally's solution](#)

19.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Crystally's solution](#)

20.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Crystally's solution](#)

21.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Crystally's solution](#)

22.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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23.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Crystally's solution](#)

24.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Crystally's solution](#)

25.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Crystally's solution](#)

26.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Crystally's solution](#)

27.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Crystally's solution](#)

28.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Crystally's solution](#)

29.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Crystally's solution](#)

30.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Crystally's solution](#)

31.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[Crystally's solution](#)

32.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Crystally's solution](#)

33.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Crystally's solution](#)

34.

1717A

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

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Crystally's solution](#)

35.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Crystally's solution](#)

36.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

37.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Crystally's solution](#)

38.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

39.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Crystally's solution](#)

40.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)

41.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

42.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Crystally's solution](#)

43.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Crystally's solution](#)

44.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy

[Crystally's solution](#)

45.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Crystally's solution](#)

46.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Crystally's solution](#)

47.

1443A

[Kids Seating](#) · [Tutorial](#)

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

[Crystally's solution](#)

48.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

49.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

50.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

51.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,874 global accepts · Rating: 800 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Crystally's solution](#)

52.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

53.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,300 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: brute force

[Crystally's solution](#)

54.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,748 global accepts · Rating: 800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[Crystally's solution](#)

55.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Crystally's solution](#)

56.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: implementation, math

[Crystally's solution](#)

57.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: implementation, math

[Crystally's solution](#)

58.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation, strings

[Crystally's solution](#)

59.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Crystally's solution](#)

60.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

61.

2062B

[Clockwork](#) · [Tutorial](#)

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

[Crystally's solution](#)

62.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Crystally's solution](#)

63.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

64.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[Crystally's solution](#)

65.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Crystally's solution](#)

66.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Crystally's solution](#)

67.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Crystally's solution](#)

68.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Crystally's solution](#)

69.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, implementation, sortings
[Crystally's solution](#)

70.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Crystally's solution](#)

71.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Crystally's solution](#)

72.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: implementation, math
[Crystally's solution](#)

73.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy
[Crystally's solution](#)

74.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · last AC: 2019-12-31 · GNU C++11 (first AC) · Tags: math
[Crystally's solution](#)

75.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings

[Crystally's solution](#)

76.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: greedy, math

[Crystally's solution](#)

77.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[Crystally's solution](#)

78.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)

79.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Crystally's solution](#)

80.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Crystally's solution](#)

81.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Crystally's solution](#)

82.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Crystally's solution](#)

83.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Crystally's solution](#)

84.

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Crystally's solution](#)

85.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Crystally's solution](#)

86.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Crystally's solution](#)

87.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[Crystally's solution](#)

88.

500A

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

Quality: 62,687 global accepts · Rating: 1000 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[Crystally's solution](#)

89.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Crystally's solution](#)

90.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math
[Crystally's solution](#)

91.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[Crystally's solution](#)

92.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Crystally's solution](#)

93.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: math
[Crystally's solution](#)

94.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers
[Crystally's solution](#)

95.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · last AC: 2019-11-28 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

96.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: math, number theory

[Crystally's solution](#)

97.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

98.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · last AC: 2019-08-05 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)

99.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · last AC: 2019-08-05 · GNU C++11 (first AC) · Tags: geometry, math

[Crystally's solution](#)

100.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-18 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Crystally's solution](#)

101.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[Crystally's solution](#)

102.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Crystally's solution](#)

103.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[Crystally's solution](#)

104.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Crystally's solution](#)

105.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)

106.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

107.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Crystally's solution](#)

108.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[Crystally's solution](#)

109.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Crystally's solution](#)

110.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Crystally's solution](#)

111.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

112.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Crystally's solution](#)

113.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Crystally's solution](#)

114.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Crystally's solution](#)

115.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Crystally's solution](#)

116.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Crystally's solution](#)

117.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Crystally's solution](#)

118.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[Crystally's solution](#)

119.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2020-09-28 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Crystally's solution](#)

120.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

121.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Crystally's solution](#)

122.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[Crystally's solution](#)

123.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

124.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · last AC: 2019-12-01 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

125.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,916 global accepts · Rating: 1100 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[Crystally's solution](#)

126.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)

127.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Crystally's solution](#)

128.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Crystally's solution](#)

129.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Crystally's solution](#)

130.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Crystally's solution](#)

131.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Crystally's solution](#)

132.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Crystally's solution](#)

133.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Crystally's solution](#)

134.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Crystally's solution](#)

135.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[Crystally's solution](#)

136.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Crystally's solution](#)

137.

1582C

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

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Crystally's solution](#)

138.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: graphs, implementation

[Crystally's solution](#)

139.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

140.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: greedy

[Crystally's solution](#)

141.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2020-02-03 · last AC: 2020-02-03 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Crystally's solution](#)

142.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Crystally's solution](#)

143.

1272C

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

Quality: 30,739 global accepts · Rating: 1200 · first AC: 2019-12-12 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[Crystally's solution](#)

144.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Crystally's solution](#)

145.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: dp, greedy

[Crystally's solution](#)

146.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Crystally's solution](#)

147.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Crystally's solution](#)

148.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Crystally's solution](#)

149.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Crystally's solution](#)

150.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Crystally's solution](#)

151.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Crystally's solution](#)

152.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

153.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Crystally's solution](#)

154.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Crystally's solution](#)

155.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Crystally's solution](#)

156.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Crystally's solution](#)

157.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math
[Crystally's solution](#)

158.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Crystally's solution](#)

159.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Crystally's solution](#)

160.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Crystally's solution](#)

161.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Crystally's solution](#)

162.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Crystally's solution](#)

163.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Crystally's solution](#)

164.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Crystally's solution](#)

165.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Crystally's solution](#)

166.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Crystally's solution](#)

167.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Crystally's solution](#)

168.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Crystally's solution](#)

169.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[Crystally's solution](#)

170.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Crystally's solution](#)

171.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Crystally's solution](#)

172.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Crystally's solution](#)

173.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)

174.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-28 · last AC: 2019-12-31 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Crystally's solution](#)

175.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · last AC: 2019-11-28 · GNU C++11 (first AC) · Tags: binary search, math

[Crystally's solution](#)

176.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: *special, combinatorics

[Crystally's solution](#)

177.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Crystally's solution](#)

178.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[Crystally's solution](#)

179.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[Crystally's solution](#)

180.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[Crystally's solution](#)

181.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[Crystally's solution](#)

182.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive
[Crystally's solution](#)

183.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[Crystally's solution](#)

184.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[Crystally's solution](#)

185.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Crystally's solution](#)

186.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[Crystally's solution](#)

187.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Crystally's solution](#)

188.

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Crystally's solution](#)

189.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Crystally's solution](#)

190.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Crystally's solution](#)

191.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

192.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Crystally's solution](#)

193.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Crystally's solution](#)

194.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Crystally's solution](#)

195.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Crystally's solution](#)

196.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Crystally's solution](#)

197.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Crystally's solution](#)

198.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: math, number theory

[Crystally's solution](#)

199.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[Crystally's solution](#)

200.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Crystally's solution](#)

201.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Crystally's solution](#)

202.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Crystally's solution](#)

203.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Crystally's solution](#)

204.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

205.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-09-22 · last AC: 2020-09-23 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Crystally's solution](#)

206.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Crystally's solution](#)

207.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[Crystally's solution](#)

208.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Crystally's solution](#)

209.

445B

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

Quality: 14,759 global accepts · Rating: 1400 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[Crystally's solution](#)

210.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · last AC: 2019-12-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[Crystally's solution](#)

211.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: greedy

[Crystally's solution](#)

212.

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: greedy, strings

[Crystally's solution](#)

213.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2019-12-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[Crystally's solution](#)

214.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2019-12-01 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Crystally's solution](#)

215.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: math, number theory

[Crystally's solution](#)

216.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Crystally's solution](#)

217.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

218.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Crystally's solution](#)

219.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Crystally's solution](#)

220.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Crystally's solution](#)

221.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Crystally's solution](#)

222.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Crystally's solution](#)

223.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[Crystally's solution](#)

224.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Crystally's solution](#)

225.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

226.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Crystally's solution](#)

227.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Crystally's solution](#)

228.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, sortings

[Crystally's solution](#)

229.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[Crystally's solution](#)

230.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

231.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[Crystally's solution](#)

232.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[Crystally's solution](#)

233.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[Crystally's solution](#)

234.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Crystally's solution](#)

235.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[Crystally's solution](#)

236.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Crystally's solution](#)

237.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Crystally's solution](#)

238.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[Crystally's solution](#)

239.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers
[Crystally's solution](#)

240.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[Crystally's solution](#)

241.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[Crystally's solution](#)

242.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: implementation
[Crystally's solution](#)

243.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[Crystally's solution](#)

244.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,095 global accepts · Rating: 1500 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[Crystally's solution](#)

245.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[Crystally's solution](#)

246.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: greedy, implementation
[Crystally's solution](#)

247.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-15 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, dp
[Crystally's solution](#)

248.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · last AC: 2019-12-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Crystally's solution](#)

249.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Crystally's solution](#)

250.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: hashing, implementation

[Crystally's solution](#)

251.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation

[Crystally's solution](#)

252.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Crystally's solution](#)

253.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

254.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Crystally's solution](#)

255.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Crystally's solution](#)

256.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Crystally's solution](#)

257.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Crystally's solution](#)

258.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Crystally's solution](#)

259.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Crystally's solution](#)

260.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Crystally's solution](#)

261.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Crystally's solution](#)

262.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

263.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Crystally's solution](#)

264.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Crystally's solution](#)

265.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Crystally's solution](#)

266.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Crystally's solution](#)

267.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

268.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[Crystally's solution](#)

269.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: probabilities

[Crystally's solution](#)

270.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: trees

[Crystally's solution](#)

271.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Crystally's solution](#)

272.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Crystally's solution](#)

273.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Crystally's solution](#)

274.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[Crystally's solution](#)

275.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Crystally's solution](#)

276.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Crystally's solution](#)

277.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Crystally's solution](#)

278.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

279.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Crystally's solution](#)

280.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Crystally's solution](#)

281.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Crystally's solution](#)

282.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Crystally's solution](#)

283.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Crystally's solution](#)

284.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Crystally's solution](#)

285.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Crystally's solution](#)

286.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Crystally's solution](#)

287.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Crystally's solution](#)

288.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Crystally's solution](#)

289.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy,

sortings, trees

[Crystally's solution](#)

290.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Crystally's solution](#)

291.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Crystally's solution](#)

292.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Crystally's solution](#)

293.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Crystally's solution](#)

294.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Crystally's solution](#)

295.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Crystally's solution](#)

296.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Crystally's solution](#)

297.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Crystally's solution](#)

298.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Crystally's solution](#)

299.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Crystally's solution](#)

300.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, meet-in-the-middle

[Crystally's solution](#)

301.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Crystally's solution](#)

302.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Crystally's solution](#)

303.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Crystally's solution](#)

304.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Crystally's solution](#)

305.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Crystally's solution](#)

306.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Crystally's solution](#)

307.

1314A

[Recommendations](#) · [Tutorial](#)

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308.

1434B

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309.

1464A

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310.

1340B

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311.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
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312.

1209D

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313.

1202B

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314.

1292B

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315.

1406C

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Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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316.

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
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317.

1332D

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Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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318.

1381A2

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Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
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319.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Crystally's solution](#)

320.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Crystally's solution](#)

321.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Crystally's solution](#)

322.

1085D

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Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[Crystally's solution](#)

323.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings

[Crystally's solution](#)

324.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Crystally's solution](#)

325.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · last AC: 2019-12-31 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Crystally's solution](#)

326.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · last AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Crystally's solution](#)

327.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[Crystally's solution](#)

328.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Crystally's solution](#)

329.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: dp, implementation

[Crystally's solution](#)

330.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Crystally's solution](#)

331.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Crystally's solution](#)

332.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: *special

[Crystally's solution](#)

333.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Crystally's solution](#)

334.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Crystally's solution](#)

335.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Crystally's solution](#)

336.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Crystally's solution](#)

337.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Crystally's solution](#)

338.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Crystally's solution](#)

339.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Crystally's solution](#)

340.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Crystally's solution](#)

341.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Crystally's solution](#)

342.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Crystally's solution](#)

343.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Crystally's solution](#)

344.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Crystally's solution](#)

345.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Crystally's solution](#)

346.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Crystally's solution](#)

347.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

348.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Crystally's solution](#)

349.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[Crystally's solution](#)

350.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Crystally's solution](#)

351.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Crystally's solution](#)

352.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: dp, strings

[Crystally's solution](#)

353.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Crystally's solution](#)

354.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Crystally's solution](#)

355.

1443D

[Extreme Subtraction](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Crystally's solution](#)

356.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Crystally's solution](#)

357.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: games

[Crystally's solution](#)

358.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Crystally's solution](#)

359.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Crystally's solution](#)

360.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Crystally's solution](#)

361.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Crystally's solution](#)

362.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Crystally's solution](#)

363.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Crystally's solution](#)

364.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

365.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Crystally's solution](#)

366.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-05-10 · last AC: 2020-05-10 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Crystally's solution](#)

367.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Crystally's solution](#)

368.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: number theory

[Crystally's solution](#)

369.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

370.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Crystally's solution](#)

371.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Crystally's solution](#)

372.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Crystally's solution](#)

373.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: geometry

[Crystally's solution](#)

374.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: data structures, trees

[Crystally's solution](#)

375.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory

[Crystally's solution](#)

376.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[Crystally's solution](#)

377.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Crystally's solution](#)

378.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Crystally's solution](#)

379.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[Crystally's solution](#)

380.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Crystally's solution](#)

381.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Crystally's solution](#)

382.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Crystally's solution](#)

383.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Crystally's solution](#)

384.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Crystally's solution](#)

385.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

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

[Crystally's solution](#)

386.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Crystally's solution](#)

387.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Crystally's solution](#)

388.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[Crystally's solution](#)

389.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Crystally's solution](#)

390.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Crystally's solution](#)

391.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Crystally's solution](#)

392.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Crystally's solution](#)

393.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Crystally's solution](#)

394.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

395.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Crystally's solution](#)

396.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Crystally's solution](#)

397.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Crystally's solution](#)

398.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Crystally's solution](#)

399.

1078A

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

Rating: 1900 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: geometry, implementation, math, shortest paths

[Crystally's solution](#)

400.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Crystally's solution](#)

401.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Crystally's solution](#)

402.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[Crystally's solution](#)

403.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Crystally's solution](#)

404.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Crystally's solution](#)

405.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Crystally's solution](#)

406.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Crystally's solution](#)

407.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-09-28 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Crystally's solution](#)

408.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Crystally's solution](#)

409.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Crystally's solution](#)

410.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Crystally's solution](#)

411.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings
[Crystally's solution](#)

412.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dp
[Crystally's solution](#)

413.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search
[Crystally's solution](#)

414.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[Crystally's solution](#)

415.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-05-03 · last AC: 2020-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing
[Crystally's solution](#)

416.

685B

[Key and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[Crystally's solution](#)

417.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Crystally's solution](#)

418.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[Crystally's solution](#)

419.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[Crystally's solution](#)

420.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[Crystally's solution](#)

421.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[Crystally's solution](#)

422.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings
[Crystally's solution](#)

423.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Crystally's solution](#)

424.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[Crystally's solution](#)

425.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[Crystally's solution](#)

426.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[Crystally's solution](#)

427.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math
[Crystally's solution](#)

428.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: dp
[Crystally's solution](#)

429.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[Crystally's solution](#)

430.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Crystally's solution](#)

431.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation, strings
[Crystally's solution](#)

432.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Crystally's solution](#)

433.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Crystally's solution](#)

434.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Crystally's solution](#)

435.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Crystally's solution](#)

436.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Crystally's solution](#)

437.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Crystally's solution](#)

438.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Crystally's solution](#)

439.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Crystally's solution](#)

440.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

441.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[Crystally's solution](#)

442.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: interactive, trees

[Crystally's solution](#)

443.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Crystally's solution](#)

444.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Crystally's solution](#)

445.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Crystally's solution](#)

446.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Crystally's solution](#)

447.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Crystally's solution](#)

448.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Crystally's solution](#)

449.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Crystally's solution](#)

450.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Crystally's solution](#)

451.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: games

[Crystally's solution](#)

452.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Crystally's solution](#)

453.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

454.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Crystally's solution](#)

455.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

456.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Crystally's solution](#)

457.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Crystally's solution](#)

458.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: greedy, strings

[Crystally's solution](#)

459.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Crystally's solution](#)

460.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

461.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Crystally's solution](#)

462.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Crystally's solution](#)

463.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Crystally's solution](#)

464.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Crystally's solution](#)

465.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Crystally's solution](#)

466.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Crystally's solution](#)

467.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Crystally's solution](#)

468.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Crystally's solution](#)

469.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[Crystally's solution](#)

470.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Crystally's solution](#)

471.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Crystally's solution](#)

472.

1092E

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

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

greedy, trees

[Crystally's solution](#)

473.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Crystally's solution](#)

474.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

475.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Crystally's solution](#)

476.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[Crystally's solution](#)

477.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: data structures

[Crystally's solution](#)

478.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Crystally's solution](#)

479.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Crystally's solution](#)

480.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Crystally's solution](#)

481.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Crystally's solution](#)

482.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Crystally's solution](#)

483.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Crystally's solution](#)

484.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Crystally's solution](#)

485.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Crystally's solution](#)

486.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Crystally's solution](#)

487.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

488.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Crystally's solution](#)

489.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Crystally's solution](#)

490.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Crystally's solution](#)

491.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Crystally's solution](#)

492.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Crystally's solution](#)

493.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Crystally's solution](#)

494.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Crystally's solution](#)

495.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,569 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Crystally's solution](#)

496.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Crystally's solution](#)

497.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Crystally's solution](#)

498.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Crystally's solution](#)

499.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Crystally's solution](#)

500.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Crystally's solution](#)

501.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Crystally's solution](#)

502.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Crystally's solution](#)

503.

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Crystally's solution](#)

504.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Crystally's solution](#)

505.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search

[Crystally's solution](#)

506.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Crystally's solution](#)

507.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

508.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Crystally's solution](#)

509.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Crystally's solution](#)

510.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Crystally's solution](#)

511.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Crystally's solution](#)

512.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2021-01-01 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: binary search, data

structures, hashing, sortings

[Crystally's solution](#)

513.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Crystally's solution](#)

514.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Crystally's solution](#)

515.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Crystally's solution](#)

516.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Crystally's solution](#)

517.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Crystally's solution](#)

518.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Crystally's solution](#)

519.

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Crystally's solution](#)

520.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Crystally's solution](#)

521.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Crystally's solution](#)

522.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Crystally's solution](#)

523.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Crystally's solution](#)

524.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-21 · last AC: 2020-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[Crystally's solution](#)

525.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Crystally's solution](#)

526.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Crystally's solution](#)

527.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[Crystally's solution](#)

528.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Crystally's solution](#)

529.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Crystally's solution](#)

530.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: dp, math, matrices

[Crystally's solution](#)

531.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: data structures, implementation

[Crystally's solution](#)

532.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: flows, graphs, math

[Crystally's solution](#)

533.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Crystally's solution](#)

534.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: data structures, graphs

[Crystally's solution](#)

535.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Crystally's solution](#)

536.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Crystally's solution](#)

537.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities

[Crystally's solution](#)

538.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Crystally's solution](#)

539.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[Crystally's solution](#)

540.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Crystally's solution](#)

541.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Crystally's solution](#)

542.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: data structures, dp

[Crystally's solution](#)

543.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Crystally's solution](#)

544.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Crystally's solution](#)

545.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2019-09-10 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Crystally's solution](#)

546.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Crystally's solution](#)

547.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Crystally's solution](#)

548.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Crystally's solution](#)

549.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Crystally's solution](#)

550.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Crystally's solution](#)

551.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Crystally's solution](#)

552.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Crystally's solution](#)

553.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Crystally's solution](#)

554.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Crystally's solution](#)

555.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Crystally's solution](#)

556.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Crystally's solution](#)

557.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Crystally's solution](#)

558.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Crystally's solution](#)

559.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Crystally's solution](#)

560.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: data structures, dp

[Crystally's solution](#)

561.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Crystally's solution](#)

562.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Crystally's solution](#)

563.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Crystally's solution](#)

564.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Crystally's solution](#)

565.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Crystally's solution](#)

566.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

567.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Crystally's solution](#)

568.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[Crystally's solution](#)

569.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Crystally's solution](#)

570.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Crystally's solution](#)

571.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

572.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Crystally's solution](#)

573.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

574.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[Crystally's solution](#)

575.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[Crystally's solution](#)

576.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Crystally's solution](#)

577.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[Crystally's solution](#)

578.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Crystally's solution](#)

579.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-05-22 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Crystally's solution](#)

580.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: games, math

[Crystally's solution](#)

581.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Crystally's solution](#)

582.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[Crystally's solution](#)

583.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Crystally's solution](#)

584.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[Crystally's solution](#)

585.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dp, strings

[Crystally's solution](#)

586.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Crystally's solution](#)

587.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Crystally's solution](#)

588.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Crystally's solution](#)

589.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Crystally's solution](#)

590.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-03-15 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Crystally's solution](#)

591.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[Crystally's solution](#)

592.

402E

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

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: graphs, math

[Crystally's solution](#)

593.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: number theory

[Crystally's solution](#)

594.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Crystally's solution](#)

595.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Crystally's solution](#)

596.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Crystally's solution](#)

597.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Crystally's solution](#)

598.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[Crystally's solution](#)

599.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Crystally's solution](#)

600.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Crystally's solution](#)

601.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Crystally's solution](#)

602.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Crystally's solution](#)

603.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Crystally's solution](#)

604.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Crystally's solution](#)

605.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Crystally's solution](#)

606.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Crystally's solution](#)

607.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft

[Crystally's solution](#)

608.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Crystally's solution](#)

609.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Crystally's solution](#)

610.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Crystally's solution](#)

611.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Crystally's solution](#)

612.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, math

[Crystally's solution](#)

613.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Crystally's solution](#)

614.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[Crystally's solution](#)

615.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Crystally's solution](#)

616.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Crystally's solution](#)

617.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Crystally's solution](#)

618.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, probabilities

[Crystally's solution](#)

619.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

620.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Crystally's solution](#)

621.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, strings

[Crystally's solution](#)

622.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Crystally's solution](#)

623.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Crystally's solution](#)

624.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Crystally's solution](#)

625.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[Crystally's solution](#)

626.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: brute force, games, greedy
[Crystally's solution](#)

627.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[Crystally's solution](#)

628.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[Crystally's solution](#)

629.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math
[Crystally's solution](#)

630.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[Crystally's solution](#)

631.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings
[Crystally's solution](#)

632.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[Crystally's solution](#)

633.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[Crystally's solution](#)

634.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers
[Crystally's solution](#)

635.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Crystally's solution](#)

636.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Crystally's solution](#)

637.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: dp, sortings

[Crystally's solution](#)

638.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Crystally's solution](#)

639.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

640.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Crystally's solution](#)

641.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Crystally's solution](#)

642.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

643.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[Crystally's solution](#)

644.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Crystally's solution](#)

645.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Crystally's solution](#)

646.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: string suffix structures

[Crystally's solution](#)

647.

652E

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

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Crystally's solution](#)

648.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Crystally's solution](#)

649.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: math, matrices

[Crystally's solution](#)

650.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Crystally's solution](#)

651.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Crystally's solution](#)

652.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-03-28 · last AC: 2020-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Crystally's solution](#)

653.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[Crystally's solution](#)

654.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Crystally's solution](#)

655.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Crystally's solution](#)

656.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[Crystally's solution](#)

657.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Crystally's solution](#)

658.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Crystally's solution](#)

659.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2019-10-07 · last AC: 2019-10-07 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Crystally's solution](#)

660.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

661.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Crystally's solution](#)

662.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Crystally's solution](#)

663.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

664.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Crystally's solution](#)

665.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Crystally's solution](#)

666.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Crystally's solution](#)

667.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Crystally's solution](#)

668.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

669.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Crystally's solution](#)

670.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Crystally's solution](#)

671.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Crystally's solution](#)

672.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Crystally's solution](#)

673.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Crystally's solution](#)

674.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[Crystally's solution](#)

675.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Crystally's solution](#)

676.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings

[Crystally's solution](#)

677.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Crystally's solution](#)

678.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Crystally's solution](#)

679.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Crystally's solution](#)

680.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Crystally's solution](#)

681.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Crystally's solution](#)

682.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Crystally's solution](#)

683.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Crystally's solution](#)

684.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Crystally's solution](#)

685.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Crystally's solution](#)

686.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Crystally's solution](#)

687.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Crystally's solution](#)

688.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[Crystally's solution](#)

689.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[Crystally's solution](#)

690.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[Crystally's solution](#)

691.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Crystally's solution](#)

692.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Crystally's solution](#)

693.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[Crystally's solution](#)

694.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees
[Crystally's solution](#)

695.

1078C

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

Rating: 2400 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[Crystally's solution](#)

696.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[Crystally's solution](#)

697.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[Crystally's solution](#)

698.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Crystally's solution](#)

699.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Crystally's solution](#)

700.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Crystally's solution](#)

701.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[Crystally's solution](#)

702.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Crystally's solution](#)

703.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Crystally's solution](#)

704.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Crystally's solution](#)

705.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Crystally's solution](#)

706.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Crystally's solution](#)

707.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Crystally's solution](#)

708.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[Crystally's solution](#)

709.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures

[Crystally's solution](#)

710.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Crystally's solution](#)

711.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Crystally's solution](#)

712.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[Crystally's solution](#)

713.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[Crystally's solution](#)

714.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Crystally's solution](#)

715.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Crystally's solution](#)

716.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy

[Crystally's solution](#)

717.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: data structures

[Crystally's solution](#)

718.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

719.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Crystally's solution](#)

720.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: geometry

[Crystally's solution](#)

721.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Crystally's solution](#)

722.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: implementation, interactive

[Crystally's solution](#)

723.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Crystally's solution](#)

724.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Crystally's solution](#)

725.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[Crystally's solution](#)

726.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

727.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Crystally's solution](#)

728.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-05-12 · last AC: 2020-05-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[Crystally's solution](#)

729.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Crystally's solution](#)

730.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Crystally's solution](#)

731.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Crystally's solution](#)

732.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: binary search, graphs

[Crystally's solution](#)

733.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: data structures, dp

[Crystally's solution](#)

734.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Crystally's solution](#)

735.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: flows, graphs

[Crystally's solution](#)

736.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Crystally's solution](#)

737.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

738.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Crystally's solution](#)

739.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: flows, graphs

[Crystally's solution](#)

740.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

741.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Crystally's solution](#)

742.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[Crystally's solution](#)

743.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Crystally's solution](#)

744.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[Crystally's solution](#)

745.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Crystally's solution](#)

746.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2019-10-31 · last AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Crystally's solution](#)

747.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Crystally's solution](#)

748.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Crystally's solution](#)

749.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Crystally's solution](#)

750.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[Crystally's solution](#)

751.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Crystally's solution](#)

752.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Crystally's solution](#)

753.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Crystally's solution](#)

754.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Crystally's solution](#)

755.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Crystally's solution](#)

756.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Crystally's solution](#)

757.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Crystally's solution](#)

758.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Crystally's solution](#)

759.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Crystally's solution](#)

760.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive
[Crystally's solution](#)

761.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings
[Crystally's solution](#)

762.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[Crystally's solution](#)

763.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[Crystally's solution](#)

764.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[Crystally's solution](#)

765.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Crystally's solution](#)

766.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[Crystally's solution](#)

767.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[Crystally's solution](#)

768.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[Crystally's solution](#)

769.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[Crystally's solution](#)

770.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2020-05-25 · last AC: 2021-12-26 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[Crystally's solution](#)

771.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Crystally's solution](#)

772.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Crystally's solution](#)

773.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Crystally's solution](#)

774.

884F

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

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[Crystally's solution](#)

775.

963D

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

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Crystally's solution](#)

776.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Crystally's solution](#)

777.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Crystally's solution](#)

778.

23C

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

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Crystally's solution](#)

779.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Crystally's solution](#)

780.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Crystally's solution](#)

781.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

782.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[Crystally's solution](#)

783.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[Crystally's solution](#)

784.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[Crystally's solution](#)

785.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Crystally's solution](#)

786.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

787.

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

[Crystally's solution](#)

788.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Crystally's solution](#)

789.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Crystally's solution](#)

790.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings
[Crystally's solution](#)

791.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Crystally's solution](#)

792.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Crystally's solution](#)

793.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Crystally's solution](#)

794.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Crystally's solution](#)

795.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[Crystally's solution](#)

796.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Crystally's solution](#)

797.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Crystally's solution](#)

798.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, trees

[Crystally's solution](#)

799.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Crystally's solution](#)

800.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Crystally's solution](#)

801.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Crystally's solution](#)

802.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

803.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Crystally's solution](#)

804.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Crystally's solution](#)

805.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: combinatorics, fft

[Crystally's solution](#)

806.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Crystally's solution](#)

807.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: combinatorics, math

[Crystally's solution](#)

808.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

809.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Crystally's solution](#)

810.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Crystally's solution](#)

811.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[Crystally's solution](#)

812.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[Crystally's solution](#)

813.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Crystally's solution](#)

814.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Crystally's solution](#)

815.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: dp, graphs

[Crystally's solution](#)

816.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: flows, graphs

[Crystally's solution](#)

817.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[Crystally's solution](#)

818.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Crystally's solution](#)

819.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

820.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Crystally's solution](#)

821.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[Crystally's solution](#)

822.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2019-07-20 · last AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[Crystally's solution](#)

823.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees
[Crystally's solution](#)

824.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[Crystally's solution](#)

825.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[Crystally's solution](#)

826.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[Crystally's solution](#)

827.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[Crystally's solution](#)

828.

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[Crystally's solution](#)

829.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Crystally's solution](#)

830.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[Crystally's solution](#)

831.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[Crystally's solution](#)

832.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Crystally's solution](#)

833.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Crystally's solution](#)

834.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Crystally's solution](#)

835.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Crystally's solution](#)

836.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[Crystally's solution](#)

837.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

838.

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2020-08-03 · last AC: 2023-01-24 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Crystally's solution](#)

839.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

840.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Crystally's solution](#)

841.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Crystally's solution](#)

842.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Crystally's solution](#)

843.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Crystally's solution](#)

844.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Crystally's solution](#)

845.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Crystally's solution](#)

846.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Crystally's solution](#)

847.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Crystally's solution](#)

848.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Crystally's solution](#)

849.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Crystally's solution](#)

850.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Crystally's solution](#)

851.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Crystally's solution](#)

852.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Crystally's solution](#)

853.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Crystally's solution](#)

854.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Crystally's solution](#)

855.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Crystally's solution](#)

856.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Crystally's solution](#)

857.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Crystally's solution](#)

858.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Crystally's solution](#)

859.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Crystally's solution](#)

860.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Crystally's solution](#)

861.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Crystally's solution](#)

862.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[Crystally's solution](#)

863.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: bitmasks, interactive, number theory

[Crystally's solution](#)

864.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[Crystally's solution](#)

865.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Crystally's solution](#)

866.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Crystally's solution](#)

867.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[Crystally's solution](#)

868.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Crystally's solution](#)

869.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Crystally's solution](#)

870.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: flows, graphs

[Crystally's solution](#)

871.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Crystally's solution](#)

872.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

873.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Crystally's solution](#)

874.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Crystally's solution](#)

875.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-11-04 · last AC: 2020-11-10 · GNU C++11 (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Crystally's solution](#)

876.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[Crystally's solution](#)

877.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: math, strings

[Crystally's solution](#)

878.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Crystally's solution](#)

879.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[Crystally's solution](#)

880.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Crystally's solution](#)

881.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[Crystally's solution](#)

882.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: dp, strings

[Crystally's solution](#)

883.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, data structures

[Crystally's solution](#)

884.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

885.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[Crystally's solution](#)

886.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Crystally's solution](#)

887.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

888.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Crystally's solution](#)

889.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Crystally's solution](#)

890.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Crystally's solution](#)

891.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: flows, graphs

[Crystally's solution](#)

892.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[Crystally's solution](#)

893.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation, matrices

[Crystally's solution](#)

894.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Crystally's solution](#)

895.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Crystally's solution](#)

896.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Crystally's solution](#)

897.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Crystally's solution](#)

898.

1918G

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

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

899.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

900.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Crystally's solution](#)

901.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Crystally's solution](#)

902.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Crystally's solution](#)

903.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[Crystally's solution](#)

904.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Crystally's solution](#)

905.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers

[Crystally's solution](#)

906.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Crystally's solution](#)

907.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Crystally's solution](#)

908.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Crystally's solution](#)

909.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Crystally's solution](#)

910.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Crystally's solution](#)

911.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Crystally's solution](#)

912.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Crystally's solution](#)

913.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Crystally's solution](#)

914.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

915.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Crystally's solution](#)

916.

833C

[Ever-Hungry Krakoznyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[Crystally's solution](#)

917.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Crystally's solution](#)

918.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Crystally's solution](#)

919.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[Crystally's solution](#)

920.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Crystally's solution](#)

921.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Crystally's solution](#)

922.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Crystally's solution](#)

923.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Crystally's solution](#)

924.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Crystally's solution](#)

925.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Crystally's solution](#)

926.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Crystally's solution](#)

927.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Crystally's solution](#)

928.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Crystally's solution](#)

929.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Crystally's solution](#)

930.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

931.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Crystally's solution](#)

932.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

933.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[Crystally's solution](#)

934.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees

[Crystally's solution](#)

935.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[Crystally's solution](#)

936.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Crystally's solution](#)

937.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Crystally's solution](#)

938.

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees

[Crystally's solution](#)

939.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-10-27 · last AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Crystally's solution](#)

940.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Crystally's solution](#)

941.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Crystally's solution](#)

942.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: bitmasks, games, math, matrices

[Crystally's solution](#)

943.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Crystally's solution](#)

944.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Crystally's solution](#)

945.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, graphs

[Crystally's solution](#)

946.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[Crystally's solution](#)

947.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Crystally's solution](#)

948.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: math, matrices

[Crystally's solution](#)

949.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[Crystally's solution](#)

950.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Crystally's solution](#)

951.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[Crystally's solution](#)

952.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Crystally's solution](#)

953.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

954.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Crystally's solution](#)

955.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Crystally's solution](#)

956.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[Crystally's solution](#)

957.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[Crystally's solution](#)

958.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-09-23 · last AC: 2020-09-25 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[Crystally's solution](#)

959.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-09-16 · last AC: 2020-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[Crystally's solution](#)

960.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[Crystally's solution](#)

961.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[Crystally's solution](#)

962.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math
[Crystally's solution](#)

963.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: math
[Crystally's solution](#)

964.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities
[Crystally's solution](#)

965.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: data structures, greedy
[Crystally's solution](#)

966.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[Crystally's solution](#)

967.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Crystally's solution](#)

968.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graph matchings

[Crystally's solution](#)

969.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Crystally's solution](#)

970.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: data structures

[Crystally's solution](#)

971.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Crystally's solution](#)

972.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Crystally's solution](#)

973.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: dp, probabilities

[Crystally's solution](#)

974.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Crystally's solution](#)

975.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Crystally's solution](#)

976.

1967D

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

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Crystally's solution](#)

977.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

978.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

979.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Crystally's solution](#)

980.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Crystally's solution](#)

981.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Crystally's solution](#)

982.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Crystally's solution](#)

983.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Crystally's solution](#)

984.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[Crystally's solution](#)

985.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, geometry, trees

[Crystally's solution](#)

986.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-08-31 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

987.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Crystally's solution](#)

988.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Crystally's solution](#)

989.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[Crystally's solution](#)

990.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Crystally's solution](#)

991.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[Crystally's solution](#)

992.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities
[Crystally's solution](#)

993.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees
[Crystally's solution](#)

994.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Crystally's solution](#)

995.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Crystally's solution](#)

996.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[Crystally's solution](#)

997.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[Crystally's solution](#)

998.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Crystally's solution](#)

999.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Crystally's solution](#)

1000.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Crystally's solution](#)

1001.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Crystally's solution](#)

1002.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Crystally's solution](#)

1003.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Crystally's solution](#)

1004.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Crystally's solution](#)

1005.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Crystally's solution](#)

1006.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Crystally's solution](#)

1007.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Crystally's solution](#)

1008.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[Crystally's solution](#)

1009.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Crystally's solution](#)

1010.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

1011.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-02-19 · last AC: 2021-05-15 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Crystally's solution](#)

1012.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: math

[Crystally's solution](#)

1013.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Crystally's solution](#)

1014.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dsu, implementation

[Crystally's solution](#)

1015.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Crystally's solution](#)

1016.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, trees

[Crystally's solution](#)

1017.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Crystally's solution](#)

1018.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Crystally's solution](#)

1019.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Crystally's solution](#)**1020.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[Crystally's solution](#)**1021.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Crystally's solution](#)**1022.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Crystally's solution](#)**1023.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[Crystally's solution](#)**1024.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Crystally's solution](#)**1025.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Crystally's solution](#)**1026.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: math, matrices

[Crystally's solution](#)**1027.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Crystally's solution](#)**1028.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Crystally's solution](#)

1029.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-10-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Crystally's solution](#)

1030.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, trees

[Crystally's solution](#)

1031.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Crystally's solution](#)

1032.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[Crystally's solution](#)

1033.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[Crystally's solution](#)

1034.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

1035.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, string suffix structures

[Crystally's solution](#)

1036.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[Crystally's solution](#)

1037.

301E

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

Quality: 406 global accepts · Rating: 2800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

1038.

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Crystally's solution](#)

1039.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Crystally's solution](#)

1040.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: data structures, trees

[Crystally's solution](#)

1041.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2020-02-29 · last AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Crystally's solution](#)

1042.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Crystally's solution](#)

1043.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

1044.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Crystally's solution](#)

1045.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Crystally's solution](#)

1046.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

1047.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Crystally's solution](#)

1048.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Crystally's solution](#)

1049.

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Crystally's solution](#)

1050.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Crystally's solution](#)

1051.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: games, number theory

[Crystally's solution](#)

1052.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Crystally's solution](#)

1053.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crystally's solution](#)

1054.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[Crystally's solution](#)

1055.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Crystally's solution](#)

1056.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-02-19 · last AC: 2023-09-26 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

1057.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Crystally's solution](#)

1058.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Crystally's solution](#)

1059.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

1060.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, greedy, math

[Crystally's solution](#)

1061.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

1062.

138E

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

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, two pointers

[Crystally's solution](#)

1063.

1575F

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

Quality: 138 global accepts · Rating: 2900 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Crystally's solution](#)

1064.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Crystally's solution](#)

1065.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Crystally's solution](#)

1066.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Crystally's solution](#)

1067.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory, sortings

[Crystally's solution](#)

1068.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Crystally's solution](#)

1069.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Crystally's solution](#)

1070.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Crystally's solution](#)

1071.

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Crystally's solution](#)**1072.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Crystally's solution](#)**1073.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)**1074.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)**1075.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Crystally's solution](#)**1076.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Crystally's solution](#)**1077.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Crystally's solution](#)**1078.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Crystally's solution](#)**1079.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Crystally's solution](#)**1080.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Crystally's solution](#)

1081.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices

[Crystally's solution](#)

1082.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

1083.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: strings, trees

[Crystally's solution](#)

1084.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Crystally's solution](#)

1085.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

1086.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crystally's solution](#)

1087.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Crystally's solution](#)

1088.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Crystally's solution](#)

1089.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Crystally's solution](#)

1090.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

1091.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Crystally's solution](#)

1092.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

1093.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, trees

[Crystally's solution](#)

1094.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory

[Crystally's solution](#)

1095.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1096.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[Crystally's solution](#)

1097.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Crystally's solution](#)

1098.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[Crystally's solution](#)

1099.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, greedy, shortest paths

[Crystally's solution](#)

1100.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[Crystally's solution](#)

1101.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: binary search, data structures, flows

[Crystally's solution](#)

1102.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Crystally's solution](#)

1103.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Crystally's solution](#)

1104.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[Crystally's solution](#)

1105.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: flows

[Crystally's solution](#)

1106.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Crystally's solution](#)

1107.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: dp, trees

[Crystally's solution](#)

1108.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[Crystally's solution](#)

1109.

809D

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Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: data structures, dp

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1110.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[Crystally's solution](#)

1111.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Crystally's solution](#)

1112.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, greedy

[Crystally's solution](#)

1113.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: data structures, trees

[Crystally's solution](#)

1114.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Crystally's solution](#)

1115.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Crystally's solution](#)

1116.

17E

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Quality: 1,990 global accepts · Rating: 2900 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: strings

[Crystally's solution](#)

1117.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Crystally's solution](#)

1118.

325D

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Quality: 579 global accepts · Rating: 2900 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dsu

[Crystally's solution](#)

1119.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2020-06-18 · last AC: 2020-06-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Crystally's solution](#)

1120.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Crystally's solution](#)

1121.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, flows

[Crystally's solution](#)

1122.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: dp, hashing, trees

[Crystally's solution](#)

1123.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[Crystally's solution](#)

1124.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Crystally's solution](#)

1125.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: fft, greedy, math, strings

[Crystally's solution](#)

1126.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[Crystally's solution](#)

1127.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Crystally's solution](#)

1128.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Crystally's solution](#)

1129.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Crystally's solution](#)

1130.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Crystally's solution](#)

1131.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry

[Crystally's solution](#)

1132.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math

[Crystally's solution](#)

1133.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Crystally's solution](#)

1134.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[Crystally's solution](#)

1135.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Crystally's solution](#)

1136.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Crystally's solution](#)

1137.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Crystally's solution](#)

1138.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Crystally's solution](#)

1139.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Crystally's solution](#)

1140.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crystally's solution](#)

1141.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Crystally's solution](#)

1142.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Crystally's solution](#)

1143.

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Crystally's solution](#)

1144.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[Crystally's solution](#)

1145.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Crystally's solution](#)

1146.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Crystally's solution](#)

1147.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[Crystally's solution](#)

1148.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Crystally's solution](#)

1149.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Crystally's solution](#)

1150.

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Crystally's solution](#)

1151.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

1152.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Crystally's solution](#)

1153.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Crystally's solution](#)

1154.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-12-28 · last AC: 2021-10-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Crystally's solution](#)

1155.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Crystally's solution](#)

1156.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Crystally's solution](#)

1157.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Crystally's solution](#)

1158.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Crystally's solution](#)

1159.

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Crystally's solution](#)

1160.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry

[Crystally's solution](#)

1161.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Crystally's solution](#)

1162.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Crystally's solution](#)

1163.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Crystally's solution](#)

1164.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Crystally's solution](#)

1165.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Crystally's solution](#)

1166.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Crystally's solution](#)

1167.

1526F

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Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, probabilities

[Crystally's solution](#)

1168.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Crystally's solution](#)

1169.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, sortings

[Crystally's solution](#)

1170.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: data structures

[Crystally's solution](#)

1171.

1175G

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Quality: 707 global accepts · Rating: 3000 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Crystally's solution](#)

1172.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[Crystally's solution](#)

1173.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Crystally's solution](#)

1174.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, strings

[Crystally's solution](#)

1175.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Crystally's solution](#)

1176.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Crystally's solution](#)

1177.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Crystally's solution](#)

1178.

1320E

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

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Crystally's solution](#)

1179.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: interactive, probabilities, trees

[Crystally's solution](#)

1180.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[Crystally's solution](#)

1181.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Crystally's solution](#)

1182.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[Crystally's solution](#)

1183.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-21 · last AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, greedy

[Crystally's solution](#)

1184.

1381D

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

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-10-08 · last AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Crystally's solution](#)

1185.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Crystally's solution](#)

1186.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[Crystally's solution](#)

1187.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: data structures, graphs,

shortest paths

[Crystally's solution](#)

1188.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Crystally's solution](#)

1189.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy

[Crystally's solution](#)

1190.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Crystally's solution](#)

1191.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Crystally's solution](#)

1192.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Crystally's solution](#)

1193.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Crystally's solution](#)

1194.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Crystally's solution](#)

1195.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Crystally's solution](#)

1196.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Crystally's solution](#)

1197.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

1198.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Crystally's solution](#)

1199.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Crystally's solution](#)

1200.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Crystally's solution](#)

1201.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Crystally's solution](#)

1202.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2023-09-29 · last AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crystally's solution](#)

1203.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Crystally's solution](#)

1204.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-23 · last AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Crystally's solution](#)

1205.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[Crystally's solution](#)

1206.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1207.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-22 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[Crystally's solution](#)

1208.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Crystally's solution](#)

1209.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Crystally's solution](#)

1210.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Crystally's solution](#)

1211.

1762G

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

Quality: 139 global accepts · Rating: 3100 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Crystally's solution](#)

1212.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Crystally's solution](#)

1213.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[Crystally's solution](#)

1214.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Crystally's solution](#)

1215.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Crystally's solution](#)

1216.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Crystally's solution](#)

1217.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Crystally's solution](#)

1218.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Crystally's solution](#)

1219.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Crystally's solution](#)

1220.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Crystally's solution](#)

1221.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Crystally's solution](#)

1222.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Crystally's solution](#)

1223.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Crystally's solution](#)

1224.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[Crystally's solution](#)

1225.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[Crystally's solution](#)

1226.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Crystally's solution](#)

1227.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Crystally's solution](#)

1228.

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Crystally's solution](#)

1229.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[Crystally's solution](#)

1230.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Crystally's solution](#)

1231.

908H

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crystally's solution](#)

1232.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[Crystally's solution](#)

1233.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[Crystally's solution](#)

1234.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Crystally's solution](#)

1235.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Crystally's solution](#)

1236.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, interactive, trees

[Crystally's solution](#)

1237.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, graphs, interactive

[Crystally's solution](#)

1238.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Crystally's solution](#)

1239.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

1240.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Crystally's solution](#)

1241.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

1242.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: fft, math, number theory

[Crystally's solution](#)

1243.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: fft, math, matrices

[Crystally's solution](#)

1244.

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, flows

[Crystally's solution](#)

1245.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dp

[Crystally's solution](#)

1246.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft

[Crystally's solution](#)

1247.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: dp, math

[Crystally's solution](#)

1248.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-12-26 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: math, number theory

[Crystally's solution](#)

1249.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[Crystally's solution](#)

1250.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: flows, greedy

[Crystally's solution](#)

1251.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[Crystally's solution](#)

1252.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: dp, implementation

[Crystally's solution](#)

1253.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[Crystally's solution](#)

1254.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2020-10-06 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[Crystally's solution](#)

1255.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[Crystally's solution](#)

1256.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Crystally's solution](#)

1257.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Crystally's solution](#)

1258.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Crystally's solution](#)

1259.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Crystally's solution](#)

1260.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Crystally's solution](#)

1261.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-07 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

constructive algorithms, flows, graphs, greedy

[Crystally's solution](#)

1262.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[Crystally's solution](#)

1263.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Crystally's solution](#)

1264.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Crystally's solution](#)

1265.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Crystally's solution](#)

1266.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Crystally's solution](#)

1267.

993F

[The Moral Dilemma](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3200 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crystally's solution](#)

1268.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

1269.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Crystally's solution](#)

1270.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Crystally's solution](#)

1271.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Crystally's solution](#)

1272.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, probabilities, trees
[Crystally's solution](#)

1273.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[Crystally's solution](#)

1274.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Crystally's solution](#)

1275.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Crystally's solution](#)

1276.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Crystally's solution](#)

1277.

956F

[Minimal Subset Difference](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[Crystally's solution](#)

1278.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[Crystally's solution](#)

1279.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[Crystally's solution](#)

1280.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Crystally's solution](#)

1281.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[Crystally's solution](#)

1282.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Crystally's solution](#)

1283.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Crystally's solution](#)

1284.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Crystally's solution](#)

1285.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Crystally's solution](#)

1286.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Crystally's solution](#)

1287.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Crystally's solution](#)

1288.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[Crystally's solution](#)

1289.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Crystally's solution](#)

1290.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[Crystally's solution](#)

1291.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Crystally's solution](#)

1292.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Crystally's solution](#)

1293.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Crystally's solution](#)

1294.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[Crystally's solution](#)

1295.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Crystally's solution](#)

1296.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: matrices, trees

[Crystally's solution](#)

1297.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive, trees

[Crystally's solution](#)

1298.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: math, probabilities

[Crystally's solution](#)

1299.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: data structures, strings

[Crystally's solution](#)

1300.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2021-05-14 · PyPy 3 (first AC) · Tags: interactive, math, number theory

[Crystally's solution](#)

1301.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Crystally's solution](#)

1302.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-04-27 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, math

[Crystally's solution](#)

1303.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Crystally's solution](#)

1304.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: math, probabilities

[Crystally's solution](#)

1305.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[Crystally's solution](#)

1306.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

1307.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[Crystally's solution](#)

1308.

414E

[Mashmokh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures

[Crystally's solution](#)

1309.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Crystally's solution](#)

1310.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-01-05 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry

[Crystally's solution](#)

1311.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[Crystally's solution](#)

1312.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Crystally's solution](#)

1313.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Crystally's solution](#)

1314.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[Crystally's solution](#)

1315.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[Crystally's solution](#)

1316.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: games
[Crystally's solution](#)

1317.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[Crystally's solution](#)

1318.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[Crystally's solution](#)

1319.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: games, graphs
[Crystally's solution](#)

1320.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees
[Crystally's solution](#)

1321.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: data structures
[Crystally's solution](#)

1322.

2081E

[Quantifier](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[Crystally's solution](#)

1323.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[Crystally's solution](#)

1324.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Crystally's solution](#)

1325.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Crystally's solution](#)

1326.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Crystally's solution](#)

1327.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows

[Crystally's solution](#)

1328.

771F

[Bear and Isomorphic Points](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[Crystally's solution](#)

1329.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Crystally's solution](#)

1330.

1943E2

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

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Crystally's solution](#)

1331.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, probabilities

[Crystally's solution](#)

1332.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Crystally's solution](#)

1333.

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

1334.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[Crystally's solution](#)

1335.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

1336.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Crystally's solution](#)

1337.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Crystally's solution](#)

1338.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Crystally's solution](#)

1339.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Crystally's solution](#)

1340.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Crystally's solution](#)

1341.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings

[Crystally's solution](#)

1342.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Crystally's solution](#)

1343.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math

[Crystally's solution](#)

1344.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Crystally's solution](#)

1345.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Crystally's solution](#)

1346.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Crystally's solution](#)

1347.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Crystally's solution](#)

1348.

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Crystally's solution](#)

1349.

865G

[Flowers and Chocolate](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[Crystally's solution](#)

1350.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[Crystally's solution](#)

1351.

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Crystally's solution](#)

1352.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[Crystally's solution](#)

1353.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Crystally's solution](#)

1354.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Crystally's solution](#)

1355.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Crystally's solution](#)

1356.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Crystally's solution](#)

1357.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Crystally's solution](#)

1358.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities

[Crystally's solution](#)

1359.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Crystally's solution](#)

1360.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Crystally's solution](#)

1361.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1362.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory

[Crystally's solution](#)

1363.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Crystally's solution](#)

1364.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, sortings

[Crystally's solution](#)

1365.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: fft, graphs, math

[Crystally's solution](#)

1366.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Crystally's solution](#)

1367.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[Crystally's solution](#)

1368.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2021-03-30 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[Crystally's solution](#)

1369.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[Crystally's solution](#)

1370.

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[Crystally's solution](#)

1371.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[Crystally's solution](#)

1372.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Crystally's solution](#)

1373.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[Crystally's solution](#)

1374.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Crystally's solution](#)

1375.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2020-10-29 · last AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[Crystally's solution](#)

1376.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: binary search, data structures

[Crystally's solution](#)

1377.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Crystally's solution](#)

1378.

1097E

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

Quality: 534 global accepts · Rating: 3400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Crystally's solution](#)

1379.

1089H

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

Quality: 127 global accepts · Rating: 3400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Crystally's solution](#)

1380.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-03-10 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Crystally's solution](#)

1381.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1382.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[Crystally's solution](#)

1383.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[Crystally's solution](#)

1384.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[Crystally's solution](#)

1385.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Crystally's solution](#)

1386.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, greedy

[Crystally's solution](#)

1387.

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Crystally's solution](#)

1388.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Crystally's solution](#)

1389.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Crystally's solution](#)

1390.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crystally's solution](#)

1391.

1220G

[Geolocation](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Crystally's solution](#)

1392.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[Crystally's solution](#)

1393.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Crystally's solution](#)

1394.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Crystally's solution](#)

1395.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees

[Crystally's solution](#)

1396.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Crystally's solution](#)

1397.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Crystally's solution](#)

1398.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Crystally's solution](#)

1399.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Crystally's solution](#)

1400.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2022-07-03 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, interactive

[Crystally's solution](#)

1401.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Crystally's solution](#)

1402.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Crystally's solution](#)

1403.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Crystally's solution](#)

1404.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Crystally's solution](#)

1405.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

1406.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[Crystally's solution](#)

1407.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Crystally's solution](#)

1408.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[Crystally's solution](#)

1409.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[Crystally's solution](#)

1410.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2021-07-02 · last AC: 2021-07-02 · GNU C++11 (first AC) · Tags: data structures, flows, trees
[Crystally's solution](#)

1411.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Crystally's solution](#)

1412.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: math, probabilities
[Crystally's solution](#)

1413.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: fft, graphs, trees
[Crystally's solution](#)

1414.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: fft, math, number theory
[Crystally's solution](#)

1415.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees
[Crystally's solution](#)

1416.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[Crystally's solution](#)

1417.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: data structures, trees
[Crystally's solution](#)

1418.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: string suffix structures
[Crystally's solution](#)

1419.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Crystally's solution](#)

1420.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1421.

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Crystally's solution](#)

1422.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Crystally's solution](#)

1423.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-05-29 · last AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Crystally's solution](#)

1424.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Crystally's solution](#)

1425.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Crystally's solution](#)

1426.

1943F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Crystally's solution](#)

1427.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[Crystally's solution](#)

1428.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[Crystally's solution](#)

1429.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Crystally's solution](#)

1430.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Crystally's solution](#)

1431.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Crystally's solution](#)

1432.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Crystally's solution](#)

1433.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[Crystally's solution](#)

1434.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Crystally's solution](#)

1435.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Crystally's solution](#)

1436.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Crystally's solution](#)

1437.

1776E

[Crossing the Railways](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Crystally's solution](#)

1438.

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

1439.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[Crystally's solution](#)

1440.

1517H

[Fly Around the World](#) · [Tutorial](#)

Quality: 87 global accepts · Rating: 3500 · first AC: 2023-10-03 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Crystally's solution](#)

1441.

1863H

[Goldberg Machine 3](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Crystally's solution](#)

1442.

1864I

[Future Dominators](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[Crystally's solution](#)

1443.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, trees

[Crystally's solution](#)

1444.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

1445.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows

[Crystally's solution](#)

1446.

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Crystally's solution](#)

1447.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Crystally's solution](#)

1448.

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[Crystally's solution](#)

1449.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Crystally's solution](#)

1450.

1827F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Crystally's solution](#)

1451.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Crystally's solution](#)

1452.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Crystally's solution](#)

1453.

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Crystally's solution](#)

1454.

1776N

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

Quality: 102 global accepts · Rating: 3500 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[Crystally's solution](#)

1455.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Crystally's solution](#)

1456.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Crystally's solution](#)

1457.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

1458.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Crystally's solution](#)

1459.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs

[Crystally's solution](#)

1460.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Crystally's solution](#)

1461.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math

[Crystally's solution](#)

1462.

1746G

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

Quality: 112 global accepts · Rating: 3500 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

data structures, dp, flows, geometry, implementation, sortings

[Crystally's solution](#)

1463.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Crystally's solution](#)

1464.

1375I

[Cubic Lattice](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices, number theory

[Crystally's solution](#)

1465.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Crystally's solution](#)

1466.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, meet-in-the-middle

[Crystally's solution](#)

1467.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1468.

1774H

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

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Crystally's solution](#)

1469.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp

[Crystally's solution](#)

1470.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Crystally's solution](#)

1471.

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Crystally's solution](#)

1472.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[Crystally's solution](#)

1473.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[Crystally's solution](#)

1474.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Crystally's solution](#)

1475.

1667F

[Yin Yang](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Crystally's solution](#)

1476.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures
[Crystally's solution](#)

1477.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar
[Crystally's solution](#)

1478.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Crystally's solution](#)

1479.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Crystally's solution](#)

1480.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[Crystally's solution](#)

1481.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory
[Crystally's solution](#)

1482.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[Crystally's solution](#)

1483.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: games

[Crystally's solution](#)

1484.

1098F

[AbÖgVæ7F00al](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Crystally's solution](#)

1485.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Crystally's solution](#)

1486.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Crystally's solution](#)

1487.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Crystally's solution](#)

1488.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Crystally's solution](#)

1489.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[Crystally's solution](#)

1490.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Crystally's solution](#)

1491.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, trees

[Crystally's solution](#)

1492.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Crystally's solution](#)

1493.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Crystally's solution](#)

1494.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Crystally's solution](#)

1495.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Crystally's solution](#)

1496.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Crystally's solution](#)

1497.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Crystally's solution](#)

1498.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Crystally's solution](#)

1499.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[Crystally's solution](#)

1500.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures, dp

[Crystally's solution](#)

1501.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[Crystally's solution](#)

1502.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Crystally's solution](#)

1503.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, sortings

[Crystally's solution](#)

1504.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-03-28 · last AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math,

number theory, probabilities

[Crystally's solution](#)

1505.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Crystally's solution](#)

1506.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[Crystally's solution](#)

1507.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Crystally's solution](#)

1508.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Crystally's solution](#)

1509.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

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1510.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

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1511.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[Crystally's solution](#)

1512.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

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1513.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive

[Crystally's solution](#)

1514.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[Crystally's solution](#)

1515.

105870D

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

Rating: — · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crystally's solution](#)

1516.

105870A

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

Rating: — · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Crystally's solution](#)

1517.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-03 · Python 3 (first AC) · Tags: *special, binary search, brute force

[Crystally's solution](#)

1518.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, games, interactive

[Crystally's solution](#)

1519.

2095A

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

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

[Crystally's solution](#)

1520.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: *special, implementation

[Crystally's solution](#)

1521.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Crystally's solution](#)

1522.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Crystally's solution](#)

1523.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · last AC: 2023-06-20 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Crystally's solution](#)

1524.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[Crystally's solution](#)

1525.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Crystally's solution](#)

1526.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Crystally's solution](#)

1527.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[Crystally's solution](#)

1528.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory

[Crystally's solution](#)

1529.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Crystally's solution](#)

1530.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Crystally's solution](#)

1531.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Crystally's solution](#)

1532.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Crystally's solution](#)

1533.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Crystally's solution](#)

1534.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Crystally's solution](#)

1535.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: *special, implementation

[Crystally's solution](#)

1536.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: *special

[Crystally's solution](#)

1537.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[Crystally's solution](#)

1538.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: implementation

[Crystally's solution](#)