

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

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# Unique solved — E huan

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

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

Filters: none

Count: 440

1.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[E\\_huan's solution](#)

2.

2020A

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

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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3.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[E\\_huan's solution](#)

4.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

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5.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

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6.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,679 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[E\\_huan's solution](#)

7.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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8.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[E\\_huan's solution](#)

9.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**10.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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**11.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,487 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[E\\_huan's solution](#)

**12.**

1776A

[Walking Boy](#) · [Tutorial](#)

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

[E\\_huan's solution](#)

**13.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,045 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[E\\_huan's solution](#)

**14.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,037 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**15.**

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

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**16.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[E\\_huan's solution](#)

**17.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[E\\_huan's solution](#)

**18.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[E\\_huan's solution](#)

**19.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[E\\_huan's solution](#)

**20.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**21.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**22.**

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[E\\_huan's solution](#)

**23.**

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[E\\_huan's solution](#)

**24.**

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**25.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

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**26.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**27.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[E\\_huan's solution](#)

**28.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[E\\_huan's solution](#)

**29.**

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**30.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

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**31.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E\\_huan's solution](#)

**32.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[E\\_huan's solution](#)

**33.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[E\\_huan's solution](#)

**34.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[E\\_huan's solution](#)

**35.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[E\\_huan's solution](#)

**36.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[E\\_huan's solution](#)

**37.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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**38.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[E\\_huan's solution](#)

**39.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**40.**

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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**41.**

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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**42.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[E\\_huan's solution](#)

**43.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[E\\_huan's solution](#)

**44.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[E\\_huan's solution](#)

**45.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[E\\_huan's solution](#)

**46.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[E\\_huan's solution](#)

**47.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[E\\_huan's solution](#)

**48.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: games

[E\\_huan's solution](#)

**49.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[E\\_huan's solution](#)

**50.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[E\\_huan's solution](#)

**51.**

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[E\\_huan's solution](#)

**52.**

1776H

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

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

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**53.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[E\\_huan's solution](#)

**54.**

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[E\\_huan's solution](#)

**55.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,960 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**56.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[E\\_huan's solution](#)

**57.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[E\\_huan's solution](#)

**58.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

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**59.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

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**60.**

1830A

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Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

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**61.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[E\\_huan's solution](#)

**62.**

1369C

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Quality: 20,873 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[E\\_huan's solution](#)

**63.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[E\\_huan's solution](#)

64.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy  
[E\\_huan's solution](#)

65.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[E\\_huan's solution](#)

66.

1166C

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

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers  
[E\\_huan's solution](#)

67.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[E\\_huan's solution](#)

68.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[E\\_huan's solution](#)

69.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[E\\_huan's solution](#)

70.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[E\\_huan's solution](#)

71.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: probabilities  
[E\\_huan's solution](#)

72.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[E\\_huan's solution](#)

73.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[E\\_huan's solution](#)

**74.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[E\\_huan's solution](#)

**75.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[E\\_huan's solution](#)

**76.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[E\\_huan's solution](#)

**77.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[E\\_huan's solution](#)

**78.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[E\\_huan's solution](#)

**79.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E\\_huan's solution](#)

**80.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[E\\_huan's solution](#)

**81.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[E\\_huan's solution](#)

**82.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[E\\_huan's solution](#)

**83.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

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**84.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[E\\_huan's solution](#)

**85.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[E\\_huan's solution](#)

**86.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[E\\_huan's solution](#)

**87.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[E\\_huan's solution](#)

**88.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[E\\_huan's solution](#)

**89.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**90.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[E\\_huan's solution](#)

**91.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

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**92.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

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**93.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp

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**94.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

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**95.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**96.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[E\\_huan's solution](#)

**97.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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**98.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[E\\_huan's solution](#)

**99.**

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

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**100.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

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**101.**

1823D

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Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

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**102.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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**103.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

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**104.**

476D

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Quality: 5,034 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**105.**

607B

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Quality: 16,320 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp  
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**106.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
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**107.**

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
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**108.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1900 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
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**109.**

1369D

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**110.**

1747D

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**111.**

1036C

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**112.**

2140D

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Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[E\\_huan's solution](#)

**113.**

2020E

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**114.**

1841D

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Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[E\\_huan's solution](#)

**115.**

1830B

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**116.**

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[E\\_huan's solution](#)

**117.**

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

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**118.**

1770D

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Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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**119.**

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

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**120.**

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[E\\_huan's solution](#)

**121.**

1200E

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[E\\_huan's solution](#)

**122.**

797E

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Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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**123.**

474E

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Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

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**124.**

235B

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**125.**

730I

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Quality: 2,744 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[E\\_huan's solution](#)

**126.**

1056E

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**127.**

852D

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**128.**

546E

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**129.**

1364D

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**130.**

103D

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**131.**

960F

[Pathwalks](#) · [Tutorial](#)

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**132.**

1166E

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**133.**

899F

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**134.**

208E

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Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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**135.**

2140E1

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**136.**

1841E

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**137.**

559C

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Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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**138.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

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**139.**

1837E

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**140.**

1808E1

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**141.**

628D

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**142.**

1806E

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**143.**

429D

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**144.**

1114E

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**146.**

1470D

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Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

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**147.**

1777E

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**148.**

1515E

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[E\\_huan's solution](#)

**149.**

1763D

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**150.**

1500B

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**151.**

1498E

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[E\\_huan's solution](#)

**152.**

785E

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**153.**

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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**154.**

1295E

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**155.**

1166D

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Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math  
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**156.**

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Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
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**157.**

768D

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Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
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**158.**

1311E

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**159.**

13C

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**160.**

570D

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**161.**

1834E

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**162.**

123D

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**163.**

1009F

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**164.**

1495C

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Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs  
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786B

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**167.**

1042E

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**168.**

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**169.**

718C

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**170.**

802G3

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Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures  
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**171.**

1450C2

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Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**172.**

1768E

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
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**173.**

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
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**174.**

808G

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Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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**175.**

675E

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Quality: 3,332 global accepts · Rating: 2300 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[E\\_huan's solution](#)

**176.**

870E

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Quality: 1,316 global accepts · Rating: 2300 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

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**177.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

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**178.**

888G

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**179.**

877F

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Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

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**180.**

623B

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**181.**

713C

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Quality: 6,536 global accepts · Rating: 2300 · first AC: 2022-06-07 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[E\\_huan's solution](#)

**182.**

1228E

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[E\\_huan's solution](#)

**183.**

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

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**184.**

515E

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**185.**

600E

[Lomsat gelral](#) · [Tutorial](#)

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[E\\_huan's solution](#)

**186.**

311E

[Biologist](#) · [Tutorial](#)

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**187.**

1202E

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Quality: 2,766 global accepts · Rating: 2400 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[E\\_huan's solution](#)

**188.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[E\\_huan's solution](#)

**189.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[E\\_huan's solution](#)

**190.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[E\\_huan's solution](#)

**191.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E\\_huan's solution](#)

**192.**

1083E

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

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[E\\_huan's solution](#)

**193.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[E\\_huan's solution](#)

**194.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[E\\_huan's solution](#)

**195.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[E\\_huan's solution](#)

**196.**

710F

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

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2023-01-02 · last AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[E\\_huan's solution](#)

**197.**

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[E\\_huan's solution](#)

**198.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[E\\_huan's solution](#)

**199.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**200.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-09 · last AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[E\\_huan's solution](#)

**201.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[E\\_huan's solution](#)

**202.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[E\\_huan's solution](#)

**203.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[E\\_huan's solution](#)

**204.**

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[E\\_huan's solution](#)

**205.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[E\\_huan's solution](#)

**206.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[E\\_huan's solution](#)

**207.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[E\\_huan's solution](#)

**208.**

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

[E\\_huan's solution](#)

**209.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[E\\_huan's solution](#)

**210.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[E\\_huan's solution](#)

**211.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[E\\_huan's solution](#)

**212.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[E\\_huan's solution](#)

**213.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[E\\_huan's solution](#)

**214.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[E\\_huan's solution](#)

**215.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[E\\_huan's solution](#)

**216.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[E\\_huan's solution](#)

**217.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[E\\_huan's solution](#)

**218.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[E\\_huan's solution](#)

**219.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[E\\_huan's solution](#)

**220.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[E\\_huan's solution](#)

**221.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[E\\_huan's solution](#)

**222.**

1521D

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[E\\_huan's solution](#)

**223.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[E\\_huan's solution](#)

**224.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-07-02 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

divide and conquer, greedy, math

[E\\_huan's solution](#)

**225.**

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[E\\_huan's solution](#)

**226.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[E\\_huan's solution](#)

**227.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[E\\_huan's solution](#)

**228.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[E\\_huan's solution](#)

**229.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[E\\_huan's solution](#)

**230.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[E\\_huan's solution](#)

**231.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[E\\_huan's solution](#)

**232.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[E\\_huan's solution](#)

**233.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[E\\_huan's solution](#)

**234.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[E\\_huan's solution](#)

**235.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[E\\_huan's solution](#)

**236.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[E\\_huan's solution](#)

**237.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[E\\_huan's solution](#)

**238.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[E\\_huan's solution](#)

**239.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[E\\_huan's solution](#)

**240.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[E\\_huan's solution](#)

**241.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[E\\_huan's solution](#)

**242.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[E\\_huan's solution](#)

**243.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[E\\_huan's solution](#)

**244.**

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs, shortest paths

[E\\_huan's solution](#)

**245.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[E\\_huan's solution](#)

**246.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[E\\_huan's solution](#)

**247.**

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[E\\_huan's solution](#)

**248.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[E\\_huan's solution](#)

**249.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[E\\_huan's solution](#)

**250.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[E\\_huan's solution](#)

**251.**

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[E\\_huan's solution](#)

**252.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[E\\_huan's solution](#)

**253.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[E\\_huan's solution](#)

**254.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[E\\_huan's solution](#)

**255.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[E\\_huan's solution](#)

**256.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-02-08 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[E\\_huan's solution](#)

**257.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-02-10 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[E\\_huan's solution](#)

**258.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[E\\_huan's solution](#)

**259.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[E\\_huan's solution](#)

**260.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[E\\_huan's solution](#)

**261.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[E\\_huan's solution](#)

**262.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-11-11 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[E\\_huan's solution](#)

**263.**

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[E\\_huan's solution](#)

**264.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[E\\_huan's solution](#)

**265.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[E\\_huan's solution](#)

**266.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[E\\_huan's solution](#)

**267.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[E\\_huan's solution](#)

**268.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[E\\_huan's solution](#)

**269.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[E\\_huan's solution](#)

**270.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[E\\_huan's solution](#)

**271.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[E\\_huan's solution](#)

**272.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[E\\_huan's solution](#)

**273.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[E\\_huan's solution](#)

**274.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**275.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[E\\_huan's solution](#)

**276.**

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[E\\_huan's solution](#)

**277.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[E\\_huan's solution](#)

**278.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**279.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[E\\_huan's solution](#)

**280.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[E\\_huan's solution](#)

**281.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-06-29 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[E\\_huan's solution](#)

**282.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-06-26 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[E\\_huan's solution](#)

**283.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-02-13 · last AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[E\\_huan's solution](#)

**284.**

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[E\\_huan's solution](#)

**285.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[E\\_huan's solution](#)

**286.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[E\\_huan's solution](#)

**287.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[E\\_huan's solution](#)

**288.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[E\\_huan's solution](#)

**289.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[E\\_huan's solution](#)

**290.**

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-07-04 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[E\\_huan's solution](#)

**291.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-07-05 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**292.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-12-16 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[E\\_huan's solution](#)

**293.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2022-07-05 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[E\\_huan's solution](#)

**294.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[E\\_huan's solution](#)

**295.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[E\\_huan's solution](#)

**296.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[E\\_huan's solution](#)

**297.**

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[E\\_huan's solution](#)

**298.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[E\\_huan's solution](#)

**299.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[E\\_huan's solution](#)

**300.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[E\\_huan's solution](#)

**301.**

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[E\\_huan's solution](#)

**302.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[E\\_huan's solution](#)

**303.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[E\\_huan's solution](#)

**304.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-04-23 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[E\\_huan's solution](#)

**305.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, strings

[E\\_huan's solution](#)

**306.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[E\\_huan's solution](#)

**307.**

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[E\\_huan's solution](#)

**308.**

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[E\\_huan's solution](#)

**309.**

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[E\\_huan's solution](#)

**310.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[E\\_huan's solution](#)

**311.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[E\\_huan's solution](#)

**312.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**313.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**314.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[E\\_huan's solution](#)

**315.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**316.**

1584G

[Eligible Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[E\\_huan's solution](#)

**317.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[E\\_huan's solution](#)

**318.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[E\\_huan's solution](#)

**319.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[E\\_huan's solution](#)

**320.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[E\\_huan's solution](#)

**321.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[E\\_huan's solution](#)

**322.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[E\\_huan's solution](#)

**323.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[E\\_huan's solution](#)

**324.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[E\\_huan's solution](#)

**325.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[E\\_huan's solution](#)

**326.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[E\\_huan's solution](#)

**327.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[E\\_huan's solution](#)

**328.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[E\\_huan's solution](#)

**329.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[E\\_huan's solution](#)

**330.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[E\\_huan's solution](#)

**331.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2022-07-07 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[E\\_huan's solution](#)

**332.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[E\\_huan's solution](#)

**333.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[E\\_huan's solution](#)

**334.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 3400 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[E\\_huan's solution](#)

**335.**

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[E\\_huan's solution](#)

**336.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[E\\_huan's solution](#)

**337.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[E\\_huan's solution](#)

**338.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[E\\_huan's solution](#)

**339.**

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**340.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**341.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**342.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**343.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**344.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**345.**

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**346.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**347.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**348.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**349.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**350.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**351.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**352.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**353.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**354.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**355.**

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**356.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[E\\_huan's solution](#)

**357.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**358.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**359.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**360.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**361.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**362.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**363.**

104639H

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

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[E\\_huan's solution](#)

**364.**

104639B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**365.**

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**366.**

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**367.**

104639J

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

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**368.**

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**369.**

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**370.**

104639A

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

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E\\_huan's solution](#)

**371.**

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**372.**

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**373.**

105588E

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

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**374.**

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**375.**

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[E\\_huan's solution](#)

**376.**

105588H

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**377.**

105588G

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**378.**

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**379.**

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**380.**

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**381.**

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**382.**

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**383.**

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**384.**

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**386.**

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**388.**

104976A

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**389.**

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**393.**

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**396.**

104976M

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**397.**

104725H

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**398.**

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**399.**

104725D

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[g^N3G\[P^\\*R](#)

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**401.**

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[Q\[0n8b](#)

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**402.**

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**403.**

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**404.**

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**405.**

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**406.**

105336G

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**407.**

105336J

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**408.**

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**409.**

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**410.**

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**411.**

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**412.**

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**413.**

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**414.**

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**415.**

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**416.**

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**417.**

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**421.**

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**422.**

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**424.**

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**426.**

104787G

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**427.**

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