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Unique solved — EricQian

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

Sort: Problem rating · easier first

Filters: none

Count: 879

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[EricQian's solution](#)

2.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[EricQian's solution](#)

3.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[EricQian's solution](#)

5.

2034A

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

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6.

2039A

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Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
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7.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
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8.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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9.

2002A

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

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10.

1994A

[Diverse Game](#) · [Tutorial](#)

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11.

1761A

[Two Permutations](#) · [Tutorial](#)

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12.

1616A

[Integer Diversity](#) · [Tutorial](#)

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13.

1750A

[Indirect Sort](#) · [Tutorial](#)

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14.

1750B

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

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15.

1450A

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16.

1028A

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17.

1017A

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18.

1738A

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19.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

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20.

1665A

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21.

1654B

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22.

1654A

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23.

1644B

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24.

1644A

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25.

1635B

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26.

1635A

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27.

1647A

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28.

1629B

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29.

1629A

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30.

1307A

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implementation

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31.

1622A

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32.

1605A

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33.

1586A

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34.

1598A

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35.

1581A

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36.

1574A

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37.

1566B

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38.

1566A

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39.

1569A

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40.

1551B1

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1551A
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1552A
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1561A
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1567A
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1549B
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- 47.**
1549A
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1539B
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1530B
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1530A
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1492A
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52.

1490A

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53.

1480A

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54.

1487A

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55.

1478A

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56.

1474A

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57.

1459A

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58.

1451A

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59.

1445A

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60.

1436A

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61.

1421A

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62.

1428A

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63.

1426A

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64.

1400A

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65.

1398B

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66.

1398A

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67.

1323A

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68.

801B

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69.

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70.

2035B

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71.

1004A

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72.

1726A

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73.

1609A

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74.

1665B

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75.

1588A

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76.

1606A

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77.

1555A

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78.

1480B

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79.

1451B

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80.

1445B

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81.

1436B

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82.

1426B

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83.

1419A

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84.

1406A

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85.

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86.

1321A

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87.

1313A

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88.

1829D

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89.

2034B

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90.

2039B

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91.

2002B

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92.

1761B

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93.

1450B

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Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

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94.

1023B

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95.

1659A

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96.

1622B

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97.

1605B

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98.

1598B

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99.

1566C

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100.

1569B

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101.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[EricQian's solution](#)

102.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[EricQian's solution](#)

103.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[EricQian's solution](#)

104.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[EricQian's solution](#)

105.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[EricQian's solution](#)

106.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[EricQian's solution](#)

107.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[EricQian's solution](#)

108.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[EricQian's solution](#)

109.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[EricQian's solution](#)

110.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[EricQian's solution](#)

111.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[EricQian's solution](#)

112.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[EricQian's solution](#)

113.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[EricQian's solution](#)

114.

1726B

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

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

[EricQian's solution](#)

115.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[EricQian's solution](#)

116.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[EricQian's solution](#)

117.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[EricQian's solution](#)

118.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[EricQian's solution](#)

119.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[EricQian's solution](#)

120.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[EricQian's solution](#)

121.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[EricQian's solution](#)

122.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[EricQian's solution](#)

123.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[EricQian's solution](#)

124.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[EricQian's solution](#)

125.

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[EricQian's solution](#)

126.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[EricQian's solution](#)

127.

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[EricQian's solution](#)

128.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[EricQian's solution](#)

129.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[EricQian's solution](#)

130.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[EricQian's solution](#)

131.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[EricQian's solution](#)

132.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[EricQian's solution](#)

133.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[EricQian's solution](#)

134.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[EricQian's solution](#)

135.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[EricQian's solution](#)

136.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[EricQian's solution](#)

137.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[EricQian's solution](#)

138.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[EricQian's solution](#)

139.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[EricQian's solution](#)

140.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[EricQian's solution](#)

141.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[EricQian's solution](#)

142.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[EricQian's solution](#)

143.

1581B

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

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

[EricQian's solution](#)

144.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[EricQian's solution](#)

145.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[EricQian's solution](#)

146.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-05-04 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[EricQian's solution](#)

147.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp, implementation, math

[EricQian's solution](#)

148.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[EricQian's solution](#)

149.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation

[EricQian's solution](#)

150.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[EricQian's solution](#)

151.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[EricQian's solution](#)

152.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[EricQian's solution](#)

153.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[EricQian's solution](#)

154.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

155.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[EricQian's solution](#)

156.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[EricQian's solution](#)

157.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[EricQian's solution](#)

158.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[EricQian's solution](#)

159.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[EricQian's solution](#)

160.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[EricQian's solution](#)

161.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[EricQian's solution](#)

162.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[EricQian's solution](#)

163.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[EricQian's solution](#)

164.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[EricQian's solution](#)

165.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[EricQian's solution](#)

166.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[EricQian's solution](#)

167.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[EricQian's solution](#)

168.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[EricQian's solution](#)

169.

1726C

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

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

[EricQian's solution](#)

170.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[EricQian's solution](#)

171.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[EricQian's solution](#)

172.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[EricQian's solution](#)

173.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[EricQian's solution](#)

174.

1603A

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

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

[EricQian's solution](#)

175.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[EricQian's solution](#)

176.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[EricQian's solution](#)

177.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[EricQian's solution](#)

178.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[EricQian's solution](#)

179.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[EricQian's solution](#)

180.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[EricQian's solution](#)

181.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[EricQian's solution](#)

182.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[EricQian's solution](#)

183.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · last AC: 2020-12-25 · GNU C++11 (first AC) · Tags: dp, math

[EricQian's solution](#)

184.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[EricQian's solution](#)

185.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: greedy

[EricQian's solution](#)

186.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[EricQian's solution](#)

187.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[EricQian's solution](#)

188.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[EricQian's solution](#)

189.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[EricQian's solution](#)

190.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[EricQian's solution](#)

191.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[EricQian's solution](#)

192.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[EricQian's solution](#)

193.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[EricQian's solution](#)

194.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[EricQian's solution](#)

195.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[EricQian's solution](#)

196.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[EricQian's solution](#)

197.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[EricQian's solution](#)

198.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[EricQian's solution](#)

199.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[EricQian's solution](#)

200.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[EricQian's solution](#)

201.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[EricQian's solution](#)

202.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[EricQian's solution](#)

203.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[EricQian's solution](#)

204.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[EricQian's solution](#)

205.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[EricQian's solution](#)

206.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[EricQian's solution](#)

207.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[EricQian's solution](#)

208.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[EricQian's solution](#)

209.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-29 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[EricQian's solution](#)

210.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[EricQian's solution](#)

211.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[EricQian's solution](#)

212.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[EricQian's solution](#)

213.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[EricQian's solution](#)

214.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[EricQian's solution](#)

215.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[EricQian's solution](#)

216.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[EricQian's solution](#)

217.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[EricQian's solution](#)

218.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[EricQian's solution](#)

219.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[EricQian's solution](#)

220.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[EricQian's solution](#)

221.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[EricQian's solution](#)

222.

2116C

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

Rating: 1500 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[EricQian's solution](#)

223.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[EricQian's solution](#)

224.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[EricQian's solution](#)

225.

1738C

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

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[EricQian's solution](#)

226.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[EricQian's solution](#)

227.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[EricQian's solution](#)

228.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[EricQian's solution](#)

229.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[EricQian's solution](#)

230.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[EricQian's solution](#)

231.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[EricQian's solution](#)

232.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings
[EricQian's solution](#)

233.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[EricQian's solution](#)

234.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers
[EricQian's solution](#)

235.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[EricQian's solution](#)

236.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[EricQian's solution](#)

237.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[EricQian's solution](#)

238.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[EricQian's solution](#)

239.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: *special, brute force, dp, strings

[EricQian's solution](#)

240.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[EricQian's solution](#)

241.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[EricQian's solution](#)

242.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[EricQian's solution](#)

243.

1419D2

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

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[EricQian's solution](#)

244.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[EricQian's solution](#)

245.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[EricQian's solution](#)

246.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[EricQian's solution](#)

247.

743C

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

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[EricQian's solution](#)

248.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[EricQian's solution](#)

249.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[EricQian's solution](#)

250.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: strings

[EricQian's solution](#)

251.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[EricQian's solution](#)

252.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[EricQian's solution](#)

253.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[EricQian's solution](#)

254.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[EricQian's solution](#)

255.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[EricQian's solution](#)

256.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[EricQian's solution](#)

257.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[EricQian's solution](#)

258.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[EricQian's solution](#)

259.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees
[EricQian's solution](#)

260.

682C

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

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[EricQian's solution](#)

261.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[EricQian's solution](#)

262.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[EricQian's solution](#)

263.

1603B

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

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

264.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[EricQian's solution](#)

265.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[EricQian's solution](#)

266.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[EricQian's solution](#)

267.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[EricQian's solution](#)

268.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[EricQian's solution](#)

269.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-30 · last AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[EricQian's solution](#)

270.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: math, number theory

[EricQian's solution](#)

271.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[EricQian's solution](#)

272.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[EricQian's solution](#)

273.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, dp, math

[EricQian's solution](#)

274.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[EricQian's solution](#)

275.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[EricQian's solution](#)

276.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[EricQian's solution](#)

277.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[EricQian's solution](#)

278.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[EricQian's solution](#)

279.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[EricQian's solution](#)

280.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[EricQian's solution](#)

281.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[EricQian's solution](#)

282.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[EricQian's solution](#)

283.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[EricQian's solution](#)

284.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[EricQian's solution](#)

285.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[EricQian's solution](#)

286.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[EricQian's solution](#)

287.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[EricQian's solution](#)

288.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[EricQian's solution](#)

289.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[EricQian's solution](#)

290.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[EricQian's solution](#)

291.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[EricQian's solution](#)

292.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[EricQian's solution](#)

293.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[EricQian's solution](#)

294.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[EricQian's solution](#)

295.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[EricQian's solution](#)

296.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

data structures, geometry, implementation, math

[EricQian's solution](#)

297.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[EricQian's solution](#)

298.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[EricQian's solution](#)

299.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[EricQian's solution](#)

300.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[EricQian's solution](#)

301.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[EricQian's solution](#)

302.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,115 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[EricQian's solution](#)

303.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[EricQian's solution](#)

304.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[EricQian's solution](#)

305.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[EricQian's solution](#)

306.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[EricQian's solution](#)

307.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[EricQian's solution](#)

308.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[EricQian's solution](#)

309.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[EricQian's solution](#)

310.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[EricQian's solution](#)

311.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[EricQian's solution](#)

312.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[EricQian's solution](#)

313.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[EricQian's solution](#)

314.

1321D

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

Rating: 1700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[EricQian's solution](#)

315.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[EricQian's solution](#)

316.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy

[EricQian's solution](#)

317.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-05-06 · last AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[EricQian's solution](#)

318.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[EricQian's solution](#)

319.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[EricQian's solution](#)

320.

2127D

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

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[EricQian's solution](#)

321.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[EricQian's solution](#)

322.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[EricQian's solution](#)

323.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[EricQian's solution](#)

324.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[EricQian's solution](#)

325.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[EricQian's solution](#)

326.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[EricQian's solution](#)

327.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[EricQian's solution](#)

328.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[EricQian's solution](#)

329.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[EricQian's solution](#)

330.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[EricQian's solution](#)

331.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[EricQian's solution](#)

332.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[EricQian's solution](#)

333.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[EricQian's solution](#)

334.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[EricQian's solution](#)

335.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[EricQian's solution](#)

336.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[EricQian's solution](#)

337.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[EricQian's solution](#)

338.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[EricQian's solution](#)

339.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[EricQian's solution](#)

340.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[EricQian's solution](#)

341.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[EricQian's solution](#)

342.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[EricQian's solution](#)

343.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[EricQian's solution](#)

344.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[EricQian's solution](#)

345.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[EricQian's solution](#)

346.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[EricQian's solution](#)

347.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[EricQian's solution](#)

348.

1401D

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

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

[EricQian's solution](#)

349.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[EricQian's solution](#)

350.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[EricQian's solution](#)

351.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[EricQian's solution](#)

352.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[EricQian's solution](#)

353.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[EricQian's solution](#)

354.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[EricQian's solution](#)

355.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[EricQian's solution](#)

356.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[EricQian's solution](#)

357.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[EricQian's solution](#)

358.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[EricQian's solution](#)

359.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[EricQian's solution](#)

360.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures

[EricQian's solution](#)

361.

1738D

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

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

[EricQian's solution](#)

362.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[EricQian's solution](#)

363.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[EricQian's solution](#)

364.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[EricQian's solution](#)

365.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[EricQian's solution](#)

366.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[EricQian's solution](#)

367.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[EricQian's solution](#)

368.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[EricQian's solution](#)

369.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[EricQian's solution](#)

370.

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

[EricQian's solution](#)

371.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[EricQian's solution](#)

372.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

373.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[EricQian's solution](#)

374.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[EricQian's solution](#)

375.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[EricQian's solution](#)

376.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[EricQian's solution](#)

377.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[EricQian's solution](#)

378.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[EricQian's solution](#)

379.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[EricQian's solution](#)

380.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[EricQian's solution](#)

381.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[EricQian's solution](#)

382.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: games, greedy

[EricQian's solution](#)

383.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[EricQian's solution](#)

384.

1478E

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

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[EricQian's solution](#)

385.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[EricQian's solution](#)

386.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[EricQian's solution](#)

387.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-12-06 · last AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[EricQian's solution](#)

388.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[EricQian's solution](#)

389.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[EricQian's solution](#)

390.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[EricQian's solution](#)

391.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[EricQian's solution](#)

392.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1900 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[EricQian's solution](#)

393.

476D

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

Quality: 5,034 global accepts · Rating: 1900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[EricQian's solution](#)

394.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[EricQian's solution](#)

395.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[EricQian's solution](#)

396.

2096D

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1407D

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Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[EricQian's solution](#)

491.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[EricQian's solution](#)

492.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[EricQian's solution](#)

493.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[EricQian's solution](#)

494.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[EricQian's solution](#)

495.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[EricQian's solution](#)

496.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[EricQian's solution](#)

497.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

498.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[EricQian's solution](#)

499.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[EricQian's solution](#)

500.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[EricQian's solution](#)

501.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[EricQian's solution](#)

502.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[EricQian's solution](#)

503.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[EricQian's solution](#)

504.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[EricQian's solution](#)

505.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[EricQian's solution](#)

506.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[EricQian's solution](#)

507.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[EricQian's solution](#)

508.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[EricQian's solution](#)

509.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[EricQian's solution](#)

510.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[EricQian's solution](#)

511.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[EricQian's solution](#)

512.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[EricQian's solution](#)

513.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-08-07 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, trees

[EricQian's solution](#)

514.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[EricQian's solution](#)

515.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[EricQian's solution](#)

516.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[EricQian's solution](#)

517.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities
[EricQian's solution](#)

518.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[EricQian's solution](#)

519.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[EricQian's solution](#)

520.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[EricQian's solution](#)

521.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[EricQian's solution](#)

522.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[EricQian's solution](#)

523.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[EricQian's solution](#)

524.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[EricQian's solution](#)

525.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices
[EricQian's solution](#)

526.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[EricQian's solution](#)

527.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[EricQian's solution](#)

528.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[EricQian's solution](#)

529.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-03-24 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[EricQian's solution](#)

530.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[EricQian's solution](#)

531.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[EricQian's solution](#)

532.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[EricQian's solution](#)

533.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[EricQian's solution](#)

534.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[EricQian's solution](#)

535.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees
[EricQian's solution](#)

536.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math
[EricQian's solution](#)

537.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[EricQian's solution](#)

538.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[EricQian's solution](#)

539.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: flows

[EricQian's solution](#)

540.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[EricQian's solution](#)

541.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[EricQian's solution](#)

542.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[EricQian's solution](#)

543.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[EricQian's solution](#)

544.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[EricQian's solution](#)

545.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[EricQian's solution](#)

546.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[EricQian's solution](#)

547.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[EricQian's solution](#)

548.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[EricQian's solution](#)

549.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[EricQian's solution](#)

550.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[EricQian's solution](#)

551.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[EricQian's solution](#)

552.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[EricQian's solution](#)

553.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[EricQian's solution](#)

554.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[EricQian's solution](#)

555.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, math

[EricQian's solution](#)

556.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-02-13 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[EricQian's solution](#)

557.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[EricQian's solution](#)

558.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[EricQian's solution](#)

559.

993E

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[EricQian's solution](#)

560.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[EricQian's solution](#)

561.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[EricQian's solution](#)

562.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[EricQian's solution](#)

563.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[EricQian's solution](#)

564.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[EricQian's solution](#)

565.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[EricQian's solution](#)

566.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[EricQian's solution](#)

567.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[EricQian's solution](#)

568.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[EricQian's solution](#)

569.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[EricQian's solution](#)

570.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[EricQian's solution](#)

571.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[EricQian's solution](#)

572.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[EricQian's solution](#)

573.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[EricQian's solution](#)

574.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[EricQian's solution](#)

575.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[EricQian's solution](#)

576.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[EricQian's solution](#)

577.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[EricQian's solution](#)

578.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[EricQian's solution](#)

579.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[EricQian's solution](#)

580.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[EricQian's solution](#)

581.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[EricQian's solution](#)

582.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[EricQian's solution](#)

583.

710F

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

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[EricQian's solution](#)

584.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[EricQian's solution](#)

585.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[EricQian's solution](#)

586.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

587.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[EricQian's solution](#)

588.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[EricQian's solution](#)

589.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[EricQian's solution](#)

590.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[EricQian's solution](#)

591.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · last AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[EricQian's solution](#)

592.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[EricQian's solution](#)

593.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[EricQian's solution](#)

594.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[EricQian's solution](#)

595.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[EricQian's solution](#)

596.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-04-26 · last AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[EricQian's solution](#)

597.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

598.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[EricQian's solution](#)

599.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[EricQian's solution](#)

600.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[EricQian's solution](#)

601.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[EricQian's solution](#)

602.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[EricQian's solution](#)

603.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[EricQian's solution](#)

604.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[EricQian's solution](#)

605.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[EricQian's solution](#)

606.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[EricQian's solution](#)

607.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[EricQian's solution](#)

608.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

609.

1582F2

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

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[EricQian's solution](#)

610.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[EricQian's solution](#)

611.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[EricQian's solution](#)

612.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[EricQian's solution](#)

613.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[EricQian's solution](#)

614.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[EricQian's solution](#)

615.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dp

[EricQian's solution](#)

616.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[EricQian's solution](#)

617.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[EricQian's solution](#)

618.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[EricQian's solution](#)

619.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[EricQian's solution](#)

620.

2102F

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

Rating: 2500 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[EricQian's solution](#)

621.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-01-22 · last AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[EricQian's solution](#)

622.

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[EricQian's solution](#)

623.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[EricQian's solution](#)

624.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[EricQian's solution](#)

625.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[EricQian's solution](#)

626.

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[EricQian's solution](#)

627.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[EricQian's solution](#)

628.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[EricQian's solution](#)

629.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[EricQian's solution](#)

630.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

631.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[EricQian's solution](#)

632.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[EricQian's solution](#)

633.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[EricQian's solution](#)

634.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[EricQian's solution](#)

635.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[EricQian's solution](#)

636.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[EricQian's solution](#)

637.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[EricQian's solution](#)

638.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[EricQian's solution](#)

639.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[EricQian's solution](#)

640.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[EricQian's solution](#)

641.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[EricQian's solution](#)

642.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[EricQian's solution](#)

643.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[EricQian's solution](#)

644.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[EricQian's solution](#)

645.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[EricQian's solution](#)

646.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[EricQian's solution](#)

647.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, matrices

[EricQian's solution](#)

648.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[EricQian's solution](#)

649.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[EricQian's solution](#)

650.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[EricQian's solution](#)

651.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[EricQian's solution](#)

652.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[EricQian's solution](#)

653.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[EricQian's solution](#)

654.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[EricQian's solution](#)

655.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[EricQian's solution](#)

656.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-29 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[EricQian's solution](#)

657.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math

[EricQian's solution](#)

658.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[EricQian's solution](#)

659.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math
[EricQian's solution](#)

660.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-07-20 · last AC: 2021-07-20 · GNU C++11 (first AC) · Tags: dp, number theory
[EricQian's solution](#)

661.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-04-02 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[EricQian's solution](#)

662.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[EricQian's solution](#)

663.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[EricQian's solution](#)

664.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[EricQian's solution](#)

665.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[EricQian's solution](#)

666.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[EricQian's solution](#)

667.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[EricQian's solution](#)

668.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[EricQian's solution](#)

669.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[EricQian's solution](#)

670.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[EricQian's solution](#)

671.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[EricQian's solution](#)

672.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

673.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[EricQian's solution](#)

674.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[EricQian's solution](#)

675.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[EricQian's solution](#)

676.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[EricQian's solution](#)

677.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[EricQian's solution](#)

678.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[EricQian's solution](#)

679.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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680.

1657F

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Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[EricQian's solution](#)

681.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

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682.

1208F

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Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[EricQian's solution](#)

683.

241E

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Quality: 1,384 global accepts · Rating: 2600 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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684.

1554E

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Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-11-13 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

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685.

917D

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686.

1140F

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687.

15E

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Quality: 673 global accepts · Rating: 2600 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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688.

741C

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689.

1301F

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Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[EricQian's solution](#)

690.

650D

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Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[EricQian's solution](#)

691.

1406E

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Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-16 · last AC: 2020-09-16 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[EricQian's solution](#)

692.

800D

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Rating: 2700 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[EricQian's solution](#)

693.

2116E

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[EricQian's solution](#)

694.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[EricQian's solution](#)

695.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[EricQian's solution](#)

696.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[EricQian's solution](#)

697.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[EricQian's solution](#)

698.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[EricQian's solution](#)

699.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

700.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[EricQian's solution](#)

701.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[EricQian's solution](#)

702.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[EricQian's solution](#)

703.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[EricQian's solution](#)

704.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[EricQian's solution](#)

705.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[EricQian's solution](#)

706.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[EricQian's solution](#)

707.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[EricQian's solution](#)

708.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[EricQian's solution](#)

709.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[EricQian's solution](#)

710.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities
[EricQian's solution](#)

711.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[EricQian's solution](#)

712.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees
[EricQian's solution](#)

713.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[EricQian's solution](#)

714.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing
[EricQian's solution](#)

715.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[EricQian's solution](#)

716.

1215F

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Quality: 1,190 global accepts · Rating: 2700 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat
[EricQian's solution](#)

717.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2022-02-28 · last AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[EricQian's solution](#)

718.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[EricQian's solution](#)

719.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[EricQian's solution](#)

720.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[EricQian's solution](#)

721.

98E

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Quality: 558 global accepts · Rating: 2700 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[EricQian's solution](#)

722.

1553G

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Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[EricQian's solution](#)

723.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[EricQian's solution](#)

724.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

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725.

613D

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Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[EricQian's solution](#)

726.

516D

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Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[EricQian's solution](#)

727.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

728.

652F

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Quality: 655 global accepts · Rating: 2800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[EricQian's solution](#)

729.

1152F1

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Quality: 756 global accepts · Rating: 2800 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[EricQian's solution](#)

730.

1746F

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Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

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731.

1214H

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Quality: 461 global accepts · Rating: 2800 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[EricQian's solution](#)

732.

1039D

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Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

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733.

986E

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Quality: 898 global accepts · Rating: 2800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

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734.

601E

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735.

288E

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736.

702F

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737.

1609F

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738.

1654F

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Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data

structures, divide and conquer, greedy, hashing, sortings, strings

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739.

1592F2

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Quality: 972 global accepts · Rating: 2800 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

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740.

1635F

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Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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741.

163E

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Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[EricQian's solution](#)

742.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

743.

1557E

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Quality: 764 global accepts · Rating: 2800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[EricQian's solution](#)

744.

521D

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Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[EricQian's solution](#)

745.

830D

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Quality: 980 global accepts · Rating: 2800 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[EricQian's solution](#)

746.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[EricQian's solution](#)

747.

2116F

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[EricQian's solution](#)

748.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[EricQian's solution](#)

749.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[EricQian's solution](#)

750.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[EricQian's solution](#)

751.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[EricQian's solution](#)

752.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[EricQian's solution](#)

753.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-07-13 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[EricQian's solution](#)

754.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[EricQian's solution](#)

755.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[EricQian's solution](#)

756.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[EricQian's solution](#)

757.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[EricQian's solution](#)

758.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[EricQian's solution](#)

759.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[EricQian's solution](#)

760.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[EricQian's solution](#)

761.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[EricQian's solution](#)

762.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[EricQian's solution](#)

763.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[EricQian's solution](#)

764.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[EricQian's solution](#)

765.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[EricQian's solution](#)

766.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[EricQian's solution](#)

767.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[EricQian's solution](#)

768.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[EricQian's solution](#)

769.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[EricQian's solution](#)

770.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[EricQian's solution](#)

771.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[EricQian's solution](#)

772.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[EricQian's solution](#)

773.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 3100 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[EricQian's solution](#)

774.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[EricQian's solution](#)

775.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[EricQian's solution](#)

776.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[EricQian's solution](#)

777.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[EricQian's solution](#)

778.

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[EricQian's solution](#)

779.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[EricQian's solution](#)

780.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[EricQian's solution](#)

781.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EricQian's solution](#)

782.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[EricQian's solution](#)

783.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[EricQian's solution](#)

784.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

785.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

786.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

787.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

788.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

789.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

790.

104059C

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

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

791.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

792.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

793.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

794.

104777J

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

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

795.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

796.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

797.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

798.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

799.

104777I

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

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

800.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

801.

104008L

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

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[EricQian's solution](#)

802.

104008J

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

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

803.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

804.

104008C

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

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

805.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

806.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

807.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

808.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

809.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

810.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

811.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

812.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

813.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

814.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

815.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

816.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

817.

104871G

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

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

[EricQian's solution](#)

818.

104871K

[Keys](#) · [Tutorial](#)

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

[EricQian's solution](#)

819.

104871C

[Cakes](#) · [Tutorial](#)

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

[EricQian's solution](#)

820.

104871I

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

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

[EricQian's solution](#)

821.

104871H

[Human Resources](#) · [Tutorial](#)

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

[EricQian's solution](#)

822.

104871B

[Ball Passing](#) · [Tutorial](#)

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

[EricQian's solution](#)

823.

104871E

[Equal Schedules](#) · [Tutorial](#)

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

[EricQian's solution](#)

824.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

825.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

826.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

827.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

828.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

829.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

830.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

831.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EricQian's solution](#)

832.

104022H

[Absolute Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

833.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

834.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

835.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

836.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

837.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

838.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

839.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

840.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

841.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

842.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

843.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

844.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

845.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

846.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

847.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

848.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

849.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

850.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

851.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

852.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

853.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

854.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

855.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

856.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[EricQian's solution](#)

857.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

858.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

859.

104172L

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

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

860.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

861.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

862.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

863.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[EricQian's solution](#)

864.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[EricQian's solution](#)

865.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[EricQian's solution](#)

866.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[EricQian's solution](#)

867.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[EricQian's solution](#)

868.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[EricQian's solution](#)

869.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[EricQian's solution](#)

870.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

871.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

872.

104053K

[Middle Point Graph](#) · [Tutorial](#)

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

[EricQian's solution](#)

873.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

874.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

875.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

876.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

877.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: *special, constructive algorithms

[EricQian's solution](#)

878.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EricQian's solution](#)

879.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-15 · last AC: 2020-07-15 · GNU C++11 (first AC) · Tags: —

[EricQian's solution](#)