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2113B
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1793C
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2165A
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2170C
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2150A
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2127B
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2129A
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209.
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2108B
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211.
2086C
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Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
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212.
2064C
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Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
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2059B
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214.
2056B
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215.
2049B
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Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
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2031C
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number theory
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2024C
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2025C
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219.
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Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
FLY_lai's solution

220.
1942C1
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Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
FLY_lai's solution

221.
1944C
MEX Game 1 · Tutorial
Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy
FLY_lai's solution

222.
1948C
Arrow Path · Tutorial
Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
FLY_lai's solution

223.
1927D
Find the Different Ones! · Tutorial
Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
FLY_lai's solution

224.
1902C
Insert and Equalize · Tutorial
Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
FLY_lai's solution

225.
1900C
Anji's Binary Tree · Tutorial
Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
FLY_lai's solution

226.
1890C
Qingshan Loves Strings 2 · Tutorial
Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
FLY_lai's solution

227.
1851D
Prefix Permutation Sums · Tutorial
Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
FLY_lai's solution

228.
1839C
Insert Zero and Invert Prefix · Tutorial
Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
FLY_lai's solution

229.
1676G
White-Black Balanced Subtrees · Tutorial
Quality: 24,006 global accepts · Rating: 1300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
FLY_lai's solution

230.
2191D1
Sub-RBS (Easy Version) · Tutorial
Rating: 1400 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
FLY_lai's solution

231.
2034C
Trapped in the Witch's Labyrinth · Tutorial
Quality: 9,141 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
FLY_lai's solution

232.
2127C
Trip Shopping · Tutorial
Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
FLY_lai's solution

233.
2111D
Creating a Schedule · Tutorial
Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
FLY_lai's solution

234.
2120C
Divine Tree · Tutorial
Quality: 12,594 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
FLY_lai's solution

235.
2110C
Racing · Tutorial
Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
FLY_lai's solution

236.
2097A
Sports Betting · Tutorial
Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
FLY_lai's solution

237.
1097C
Yuhao and a Parenthesis · Tutorial

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
FLY_lai's solution

238.
2084C
You Soared Afar With Grace · Tutorial
Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
FLY_lai's solution

239.
1914E2
Game with Marbles (Hard Version) · Tutorial
Quality: 14,751 global accepts · Rating: 1400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
FLY_lai's solution

240.
1425A
Arena of Greed · Tutorial
Quality: 7,216 global accepts · Rating: 1400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
FLY_lai's solution

241.
2067D
Object Identification · Tutorial
Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
FLY_lai's solution

242.
2055C
The Trail · Tutorial
Quality: 17,246 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
FLY_lai's solution

243.
1362C
Johnny and Another Rating Drop · Tutorial
Quality: 23,709 global accepts · Rating: 1400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
FLY_lai's solution

244.
2045C
Saraga · Tutorial
Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
FLY_lai's solution

245.
2032C
Trinity · Tutorial
Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers
FLY_lai's solution

246.
1993C
Light Switches · Tutorial
Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
FLY_lai's solution

247.
1989C
Two Movies · Tutorial
Quality: 22,449 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
FLY_lai's solution

248.
898C
Phone Numbers · Tutorial
Quality: 5,793 global accepts · Rating: 1400 · first AC: 2023-07-09 · last AC: 2024-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
FLY_lai's solution

249.
1972C
Permutation Counting · Tutorial
Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
FLY_lai's solution

250.
1972D1
Reverse Card (Easy Version) · Tutorial
Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
FLY_lai's solution

251.
1923C
Find B · Tutorial
Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
FLY_lai's solution

252.
1929C
Sasha and the Casino · Tutorial
Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
FLY_lai's solution

253.
1927E
Klever Permutation · Tutorial
Quality: 17,056 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers
FLY_lai's solution

254.
1682C
LIS or Reverse LIS? · Tutorial
Quality: 16,471 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
FLY_lai's solution

255.
1903C
Theofanis' Nightmare · Tutorial
Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
FLY_lai's solution

256.
1901C
Add, Divide and Floor · Tutorial
Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
FLY_lai's solution

257.
1895C
Torn Lucky Ticket · Tutorial
Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
FLY_lai's solution

258.
1831C
Copil Copac Draws Trees · Tutorial
Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
FLY_lai's solution

259.
1748B
Diverse Substrings · Tutorial
Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
FLY_lai's solution

260.
1270C
Make Good · Tutorial
Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
FLY_lai's solution

261.
2183D1
Tree Coloring (Easy Version) · Tutorial
Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
FLY_lai's solution

262.
2183C
War Strategy · Tutorial
Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
FLY_lai's solution

263.
2140C
Ultimate Value · Tutorial
Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
FLY_lai's solution

264.
2115A
Gellyfish and Flaming Peony · Tutorial
Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
FLY_lai's solution

265.
2109C1
Hacking Numbers (Easy Version) · Tutorial
Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
FLY_lai's solution

266.
2107C
Maximum Subarray Sum · Tutorial
Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
FLY_lai's solution

267.
2108C
Neo's Escape · Tutorial
Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

FLY_lai's solution

268.
2077A
Breach of Faith · Tutorial
Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
FLY_lai's solution

269.
2070C
Limited Repainting · Tutorial
Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
FLY_lai's solution

270.
2069C
Beautiful Sequence · Tutorial
Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
FLY_lai's solution

271.
2057C
Trip to the Olympiad · Tutorial
Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
FLY_lai's solution

272.
2067C
Devyatkino · Tutorial
Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math
FLY_lai's solution

273.
2053C
Bewitching Stargazer · Tutorial
Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
FLY_lai's solution

274.
2049C
MEX Cycle · Tutorial
Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
FLY_lai's solution

275.
2003D1
Turtle and a MEX Problem (Easy Version) · Tutorial
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
FLY_lai's solution

276.
1997D
Maximize the Root · Tutorial
Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
FLY_lai's solution

277.
1990C
Mad MAD Sum · Tutorial

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
FLY_lai's solution

278.
527C
Glass Carving · Tutorial
Quality: 7,534 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
FLY_lai's solution

279.
611C
New Year and Domino · Tutorial
Quality: 9,028 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
FLY_lai's solution

280.
1851E
Nastya and Potions · Tutorial
Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
FLY_lai's solution

281.
1499C
Minimum Grid Path · Tutorial
Quality: 13,420 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math
FLY_lai's solution

282.
1842C
Tenzing and Balls · Tutorial
Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp
FLY_lai's solution

283.
1739C
Card Game · Tutorial
Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
FLY_lai's solution

284.
2196B
Another Problem about Beautiful Pairs · Tutorial
Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
FLY_lai's solution

285.
2182D
Christmas Tree Decoration · Tutorial
Quality: 8,950 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
FLY_lai's solution

286.
2034D
Darius' Wisdom · Tutorial
Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
FLY_lai's solution

287.
2129B
Stay or Mirror · Tutorial
Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings
FLY_lai's solution

288.
2084D
Arcology On Permafrost · Tutorial
Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
FLY_lai's solution

289.
2085C
Serval and The Formula · Tutorial
Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
FLY_lai's solution

290.
2070D
Tree Jumps · Tutorial
Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
FLY_lai's solution

291.
2059C
Customer Service · Tutorial
Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
FLY_lai's solution

292.
2063C
Remove Exactly Two · Tutorial
Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
FLY_lai's solution

293.
2061D
Kevin and Numbers · Tutorial
Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
FLY_lai's solution

294.
2061C
Kevin and Puzzle · Tutorial
Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
FLY_lai's solution

295.
2043C
Sums on Segments · Tutorial
Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
FLY_lai's solution

296.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
FLY_lai's solution

297.
2047D
Move Back at a Cost · Tutorial

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
FLY_lai's solution

298.
2019C
Cards Partition · Tutorial
Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
FLY_lai's solution

299.
2004D
Colored Portals · Tutorial
Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
FLY_lai's solution

300.
1994C
Hungry Games · Tutorial
Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers
FLY_lai's solution

301.
1946C
Tree Cutting · Tutorial
Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
FLY_lai's solution

302.
1920C
Partitioning the Array · Tutorial
Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
FLY_lai's solution

303.
986A
Fair · Tutorial
Quality: 8,332 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
FLY_lai's solution

304.
1633D
Make Them Equal · Tutorial
Quality: 18,699 global accepts · Rating: 1600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
FLY_lai's solution

305.
1886C
Decreasing String · Tutorial
Quality: 16,607 global accepts · Rating: 1600 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
FLY_lai's solution

306.
1861C
Queries for the Array · Tutorial
Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
FLY_lai's solution

307.
1856C
To Become Max · Tutorial
Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, dp
FLY_lai's solution

308.
1295C
Obtain The String · Tutorial
Quality: 13,842 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
FLY_lai's solution

309.
1840E
Character Blocking · Tutorial
Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
FLY_lai's solution

310.
1689C
Infected Tree · Tutorial
Quality: 13,475 global accepts · Rating: 1600 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
FLY_lai's solution

311.
1798D
Shocking Arrangement · Tutorial
Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-30 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math
FLY_lai's solution

312.
1806C
Sequence Master · Tutorial
Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
FLY_lai's solution

313.
1748C
Zero-Sum Prefixes · Tutorial
Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
FLY_lai's solution

314.
2150B
Grid Counting · Tutorial
Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
FLY_lai's solution

315.
2147D
Game on Array · Tutorial
Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
FLY_lai's solution

316.
2113C
Smilo and Minecraft · Tutorial
Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
FLY_lai's solution

317.
2110D
Fewer Batteries · Tutorial
Quality: 8,607 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

FLY_lai's solution

318.
2109C2
Hacking Numbers (Medium Version) · Tutorial
Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
FLY_lai's solution

319.
2096C
Wonderful City · Tutorial
Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
FLY_lai's solution

320.
2086D
Even String · Tutorial
Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
FLY_lai's solution

321.
1537D
Deleting Divisors · Tutorial
Quality: 13,613 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory
FLY_lai's solution

322.
1451D
Circle Game · Tutorial
Quality: 10,149 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, math
FLY_lai's solution

323.
2053D
Refined Product Optimality · Tutorial
Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
FLY_lai's solution

324.
2045A
Scrambled Scrabble · Tutorial
Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
FLY_lai's solution

325.
2039D
Shohag Loves GCD · Tutorial
Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
FLY_lai's solution

326.
2031D
Penchick and Desert Rabbit · Tutorial
Quality: 9,677 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
FLY_lai's solution

327.
2029C
New Rating · Tutorial
Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

FLY_lai's solution

328.
2024D
Skipping · Tutorial
Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths
FLY_lai's solution

329.
2030D
QED's Favorite Permutation · Tutorial
Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
FLY_lai's solution

330.
2019E
Tree Pruning · Tutorial
Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
FLY_lai's solution

331.
1392D
Omkar and Bed Wars · Tutorial
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
FLY_lai's solution

332.
1975D
Paint the Tree · Tutorial
Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
FLY_lai's solution

333.
1948D
Tandem Repeats? · Tutorial
Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers
FLY_lai's solution

334.
1901D
Yet Another Monster Fight · Tutorial
Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math
FLY_lai's solution

335.
813C
The Tag Game · Tutorial
Quality: 8,144 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
FLY_lai's solution

336.
1027D
Mouse Hunt · Tutorial
Quality: 8,366 global accepts · Rating: 1700 · first AC: 2023-11-03 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
FLY_lai's solution

337.
427C
Checkposts · Tutorial
Quality: 16,903 global accepts · Rating: 1700 · first AC: 2023-11-03 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

FLY_lai's solution

338.
1579F
Array Stabilization (AND version) · Tutorial
Quality: 5,363 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
FLY_lai's solution

339.
1422C
Bargain · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

340.
1032C
Playing Piano · Tutorial
Quality: 4,331 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
FLY_lai's solution

341.
1516C
Baby Ehab Partitions Again · Tutorial
Quality: 14,111 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
FLY_lai's solution

342.
632C
The Smallest String Concatenation · Tutorial
Quality: 10,433 global accepts · Rating: 1700 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings
FLY_lai's solution

343.
126B
Password · Tutorial
Quality: 24,769 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
FLY_lai's solution

344.
1295B
Infinite Prefixes · Tutorial
Quality: 9,872 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, strings
FLY_lai's solution

345.
219D
Choosing Capital for Treeland · Tutorial
Quality: 12,489 global accepts · Rating: 1700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
FLY_lai's solution

346.
1798C
Candy Store · Tutorial
Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-28 · Python 3 (first AC) · Tags: greedy, math, number theory
FLY_lai's solution

347.
1709D
Rorororobot · Tutorial
Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
FLY_lai's solution

348.
2211C2
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Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
FLY_lai's solution

349.
2182E
New Year's Gifts · Tutorial
Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
FLY_lai's solution

350.
2144D
Price Tags · Tutorial
Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
FLY_lai's solution

351.
2127D
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352.
2120D
Matrix game · Tutorial
Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
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353.
2081A
Math Division · Tutorial
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FLY_lai's solution

354.
2069D
Palindrome Shuffle · Tutorial
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355.
2043D
Problem about GCD · Tutorial
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FLY_lai's solution

356.
2042C
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357.
2045M
Mirror Maze · Tutorial
Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
FLY_lai's solution

358.
2039C2
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FLY_lai's solution

359.
2025D
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FLY_lai's solution

360.
2005C
Lazy Narek · Tutorial
Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
FLY_lai's solution

361.
471D
MUH and Cube Walls · Tutorial
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FLY_lai's solution

362.
1990D
Grid Puzzle · Tutorial
Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
FLY_lai's solution

363.
706D
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Quality: 12,588 global accepts · Rating: 1800 · first AC: 2023-07-09 · last AC: 2024-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees
FLY_lai's solution

364.
1954D
Colored Balls · Tutorial
Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings
FLY_lai's solution

365.
1923D
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366.
1935D
Exam in MAC · Tutorial
Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math
FLY_lai's solution

367.
1935C
Messenger in MAC · Tutorial
Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

FLY_lai's solution

368.
1509C
The Sports Festival · Tutorial
Quality: 15,309 global accepts · Rating: 1800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
FLY_lai's solution

369.
245H
Queries for Number of Palindromes · Tutorial
Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings
FLY_lai's solution

370.
1861D
Sorting By Multiplication · Tutorial
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371.
652C
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372.
652D
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373.
1304D
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374.
1851F
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375.
1295D
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Quality: 10,218 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
FLY_lai's solution

376.
1841C
Ranom Numbers · Tutorial
Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
FLY_lai's solution

377.
1076D
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FLY_lai's solution

378.
1324F
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379.
1083A
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380.
1793D
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381.
2211D
AND-array · Tutorial
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2180D
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383.
2180C
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384.
2173D
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385.
2174B
Wishing Cards · Tutorial
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FLY_lai's solution

386.
2165B
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FLY_lai's solution

387.
2138B
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388.
2129C1
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389.
1994D
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390.
1991D
Prime XOR Coloring · Tutorial
Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
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1906E
Merge Not Sort · Tutorial
Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp
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392.
2109D
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Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
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1178E
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394.
2077B
Finding OR Sum · Tutorial
Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
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395.
2064D
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Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers
FLY_lai's solution

396.
2067E
White Magic · Tutorial
Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
FLY_lai's solution

397.
2059D
Graph and Graph · Tutorial
Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths
FLY_lai's solution

398.
2053E
Resourceful Caterpillar Sequence · Tutorial
Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
FLY_lai's solution

399.
2049D
Shift + Esc · Tutorial
Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
FLY_lai's solution

400.
2042D
Recommendations · Tutorial
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FLY_lai's solution

401.
2029D
Cool Graph · Tutorial
Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
FLY_lai's solution

402.
2019D
Speedbreaker · Tutorial
Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
FLY_lai's solution

403.
1305D
Kuroni and the Celebration · Tutorial
Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
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1992F
Valuable Cards · Tutorial
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1423B
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FLY_lai's solution

406.
1929D
Sasha and a Walk in the City · Tutorial
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407.
1927F
Microcycle · Tutorial
Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
FLY_lai's solution

408.
1902E
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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees
FLY_lai's solution

409.
1902D
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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation
FLY_lai's solution

410.
1205B
Shortest Cycle · Tutorial
Quality: 7,452 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
FLY_lai's solution

411.
25C
Roads in Berland · Tutorial
Quality: 8,076 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
FLY_lai's solution

412.
510D
Fox And Jumping · Tutorial
Quality: 6,414 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math
FLY_lai's solution

413.
1895D
XOR Construction · Tutorial
Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
FLY_lai's solution

414.
9D
How many trees? · Tutorial
Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
FLY_lai's solution

415.
1777D
Score of a Tree · Tutorial
Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
FLY_lai's solution

416.
149D
Coloring Brackets · Tutorial
Quality: 4,612 global accepts · Rating: 1900 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
FLY_lai's solution

417.
607B
Zuma · Tutorial
Quality: 16,314 global accepts · Rating: 1900 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
FLY_lai's solution

418.
1114D
Flood Fill · Tutorial
Quality: 7,978 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
FLY_lai's solution

419.
1242B
0-1 MST · Tutorial
Quality: 9,246 global accepts · Rating: 1900 · first AC: 2023-06-17 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
FLY_lai's solution

420.
914D
Bash and a Tough Math Puzzle · Tutorial
Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
FLY_lai's solution

421.
1348D
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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
FLY_lai's solution

422.
1842D
Tenzing and His Animal Friends · Tutorial
Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
FLY_lai's solution

423.
1834D
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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
FLY_lai's solution

424.
959E
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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
FLY_lai's solution

425.
292D
Connected Components · Tutorial
Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu
FLY_lai's solution

426.
95C
Volleyball · Tutorial
Quality: 3,387 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths
FLY_lai's solution

427.
1092F
Tree with Maximum Cost · Tutorial
Quality: 10,845 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
FLY_lai's solution

428.
1430E
String Reversal · Tutorial
Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
FLY_lai's solution

429.
832D
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2129C2
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2096D
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920F
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2057D
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1763C
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446.
2062E1
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FLY_lai's solution

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1762D
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789D
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1553E
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2047E
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1555E
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1163D
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321C
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208E
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FLY_lai's solution

531.
609E
Minimum spanning tree for each edge · Tutorial
Quality: 10,272 global accepts · Rating: 2100 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
FLY_lai's solution

532.
1839D
Ball Sorting · Tutorial
Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
FLY_lai's solution

533.
1077F2
Pictures with Kittens (hard version) · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
FLY_lai's solution

534.
837E
Vasya's Function · Tutorial
Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
FLY_lai's solution

535.
519E
A and B and Lecture Rooms · Tutorial
Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
FLY_lai's solution

536.
689D
Friends and Subsequences · Tutorial
Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-12-08 · last AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
FLY_lai's solution

537.
525E
Anya and Cubes · Tutorial
Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
FLY_lai's solution

538.
2173E
Shiro's Mirror Duel · Tutorial
Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
FLY_lai's solution

539.
2140E1
Prime Gaming (Easy Version) · Tutorial
Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
FLY_lai's solution

540.
2170D
Almost Roman · Tutorial
Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
FLY_lai's solution

541.
2156F1
Strange Operation (Easy Version) · Tutorial
Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
FLY_lai's solution

542.
2155E
Mimo & Yuyu · Tutorial
Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
FLY_lai's solution

543.
486E
LIS of Sequence · Tutorial
Quality: 2,627 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math
FLY_lai's solution

544.
1537F
Figure Fixing · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
FLY_lai's solution

545.
2034E
Permutations Harmony · Tutorial
Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
FLY_lai's solution

546.
1559E
Mocha and Stars · Tutorial
Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
FLY_lai's solution

547.
1407D
Discrete Centrifugal Jumps · Tutorial
Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs
FLY_lai's solution

548.
2113D
Cheater · Tutorial
Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
FLY_lai's solution

549.
2108D
Needle in a Numstack · Tutorial
Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive
FLY_lai's solution

550.
1097D
Makoto and a Blackboard · Tutorial
Quality: 3,172 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities
FLY_lai's solution

551.
1659E
AND-MEX Walk · Tutorial
Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
FLY_lai's solution

552.
1907G
Lights · Tutorial
Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
FLY_lai's solution

553.
1583E
Moment of Bloom · Tutorial
Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees
FLY_lai's solution

554.
1178F1
Short Colorful Strip · Tutorial
Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp
FLY_lai's solution

555.
1220E
Tourism · Tutorial
Quality: 3,004 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
FLY_lai's solution

556.
2085E
Serval and Modulo · Tutorial
Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
FLY_lai's solution

557.
1398E
Two Types of Spells · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

FLY_lai's solution

558.
1045G
AI robots · Tutorial
Quality: 1,984 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures
FLY_lai's solution

559.
1991F
Triangle Formation · Tutorial
Quality: 2,778 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
FLY_lai's solution

560.
1789D
Serval and Shift-Shift-Shift · Tutorial
Quality: 1,932 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
FLY_lai's solution

561.
733F
Drivers Dissatisfaction · Tutorial
Quality: 1,334 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
FLY_lai's solution

562.
1670E
Hemose on the Tree · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
FLY_lai's solution

563.
1695D1
Tree Queries (Easy Version) · Tutorial
Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
FLY_lai's solution

564.
2062D
Balanced Tree · Tutorial
Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
FLY_lai's solution

565.
612E
Square Root of Permutation · Tutorial
Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
FLY_lai's solution

566.
1252E
Songwriter · Tutorial
Quality: 1,359 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
FLY_lai's solution

567.
538F
A Heap of Heaps · Tutorial
Quality: 1,861 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math,

sortings
FLY_lai's solution

568.
1179C
Serge and Dining Room · Tutorial
Quality: 2,459 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
FLY_lai's solution

569.
2045G
X Aura · Tutorial
Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths
FLY_lai's solution

570.
2045H
Missing Separators · Tutorial
Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings
FLY_lai's solution

571.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
FLY_lai's solution

572.
490F
Treeland Tour · Tutorial
Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
FLY_lai's solution

573.
570D
Tree Requests · Tutorial
Quality: 9,043 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
FLY_lai's solution

574.
2025E
Card Game · Tutorial
Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
FLY_lai's solution

575.
2013E
Prefix GCD · Tutorial
Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
FLY_lai's solution

576.
2014G
Milky Days · Tutorial
Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
FLY_lai's solution

577.
2018D
Max Plus Min Plus Size · Tutorial

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
FLY_lai's solution

578.
1117E
Decypher the String · Tutorial
Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
FLY_lai's solution

579.
1717E
Madoka and The Best University · Tutorial
Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
FLY_lai's solution

580.
958E2
Guard Duty (medium) · Tutorial
Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
FLY_lai's solution

581.
868D
Huge Strings · Tutorial
Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
FLY_lai's solution

582.
1305E
Kuroni and the Score Distribution · Tutorial
Quality: 3,272 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
FLY_lai's solution

583.
678E
Another Sith Tournament · Tutorial
Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
FLY_lai's solution

584.
1993D
Med-imize · Tutorial
Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
FLY_lai's solution

585.
427D
Match & Catch · Tutorial
Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
FLY_lai's solution

586.
622E
Ants in Leaves · Tutorial
Quality: 2,455 global accepts · Rating: 2200 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees
FLY_lai's solution

587.
280C
Game on Tree · Tutorial

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
FLY_lai's solution

588.
1100E
Andrew and Taxi · Tutorial
Quality: 2,630 global accepts · Rating: 2200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
FLY_lai's solution

589.
505D
Mr. Kitayuta's Technology · Tutorial
Quality: 2,931 global accepts · Rating: 2200 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
FLY_lai's solution

590.
11D
A Simple Task · Tutorial
Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs
FLY_lai's solution

591.
1841E
Fill the Matrix · Tutorial
Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
FLY_lai's solution

592.
1650F
Vitaly and Advanced Useless Algorithms · Tutorial
Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
FLY_lai's solution

593.
1272F
Two Bracket Sequences · Tutorial
Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-05-29 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers
FLY_lai's solution

594.
461C
Appleman and a Sheet of Paper · Tutorial
Quality: 1,393 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
FLY_lai's solution

595.
1641C
Anonymity Is Important · Tutorial
Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
FLY_lai's solution

596.
526D
Om Nom and Necklace · Tutorial
Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
FLY_lai's solution

597.
1579G
Minimal Coverage · Tutorial

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp
FLY_lai's solution

598.
76A
Gift · Tutorial
Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees
FLY_lai's solution

599.
821D
Okabe and City · Tutorial
Quality: 1,703 global accepts · Rating: 2200 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
FLY_lai's solution

600.
920G
List Of Integers · Tutorial
Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
FLY_lai's solution

601.
2190C
Comparable Permutations · Tutorial
Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
FLY_lai's solution

602.
2180E
No Effect XOR · Tutorial
Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
FLY_lai's solution

603.
2002E
Cosmic Rays · Tutorial
Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
FLY_lai's solution

604.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
FLY_lai's solution

605.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
FLY_lai's solution

606.
1988E
Range Minimum Sum · Tutorial
Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
FLY_lai's solution

607.
2091G
Gleb and Boating · Tutorial

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
FLY_lai's solution

608.
2134D
Sliding Tree · Tutorial
Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
FLY_lai's solution

609.
2164E
Journey · Tutorial
Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
FLY_lai's solution

610.
2146E
Yet Another MEX Problem · Tutorial
Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
FLY_lai's solution

611.
2147E
Maximum OR Popcount · Tutorial
Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
FLY_lai's solution

612.
1943C
Tree Compass · Tutorial
Quality: 2,600 global accepts · Rating: 2300 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
FLY_lai's solution

613.
1955H
The Most Reckless Defense · Tutorial
Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
FLY_lai's solution

614.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
FLY_lai's solution

615.
2129C3
Interactive RBS (Hard Version) · Tutorial
Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
FLY_lai's solution

616.
1310D
Tourism · Tutorial
Quality: 1,997 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities
FLY_lai's solution

617.
2120E
Lanes of Cars · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search
FLY_lai's solution

618.
1528C
Trees of Tranquillity · Tutorial
Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
FLY_lai's solution

619.
2110E
Melody · Tutorial
Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
FLY_lai's solution

620.
2097B
Baggage Claim · Tutorial
Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
FLY_lai's solution

621.
1870E
Another MEX Problem · Tutorial
Quality: 2,963 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
FLY_lai's solution

622.
993E
Nikita and Order Statistics · Tutorial
Quality: 1,787 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math
FLY_lai's solution

623.
812E
Sagheer and Apple Tree · Tutorial
Quality: 1,326 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: games, trees
FLY_lai's solution

624.
2069E
A, B, AB and BA · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
FLY_lai's solution

625.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
FLY_lai's solution

626.
1790G
Tokens on Graph · Tutorial
Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
FLY_lai's solution

627.
1139D
Steps to One · Tutorial
Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities
FLY_lai's solution

628.
1540B
Tree Array · Tutorial
Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
FLY_lai's solution

629.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,291 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
FLY_lai's solution

630.
2063E
Triangle Tree · Tutorial
Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
FLY_lai's solution

631.
1252B
Cleaning Robots · Tutorial
Quality: 585 global accepts · Rating: 2300 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
FLY_lai's solution

632.
1065E
Side Transmutations · Tutorial
Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings
FLY_lai's solution

633.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
FLY_lai's solution

634.
1009F
Dominant Indices · Tutorial
Quality: 7,756 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees
FLY_lai's solution

635.
893F
Subtree Minimum Query · Tutorial
Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
FLY_lai's solution

636.
802G3
Fake News (hard) · Tutorial
Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures
FLY_lai's solution

637.
123D
String · Tutorial
Quality: 1,431 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
FLY_lai's solution

638.
1015F
Bracket Substring · Tutorial
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FLY_lai's solution

639.
808G
Anthem of Berland · Tutorial
Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
FLY_lai's solution

640.
600E
Lomsat gelral · Tutorial
Quality: 18,407 global accepts · Rating: 2300 · first AC: 2023-08-20 · last AC: 2024-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
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641.
786B
Legacy · Tutorial
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642.
915E
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FLY_lai's solution

643.
1045C
Hyperspace Highways · Tutorial
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FLY_lai's solution

644.
510E
Fox And Dinner · Tutorial
Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: flows
FLY_lai's solution

645.
1929E
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FLY_lai's solution

646.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
FLY_lai's solution

647.
489E
Hiking · Tutorial
Quality: 1,147 global accepts · Rating: 2300 · first AC: 2024-01-21 · last AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
FLY_lai's solution

648.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
FLY_lai's solution

649.
558E
A Simple Task · Tutorial
Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
FLY_lai's solution

650.
438D
The Child and Sequence · Tutorial
Quality: 11,602 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
FLY_lai's solution

651.
652E
Pursuit For Artifacts · Tutorial
Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
FLY_lai's solution

652.
160D
Edges in MST · Tutorial
Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
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653.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
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654.
85D
Sum of Medians · Tutorial
Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
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655.
1062E
Company · Tutorial
Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
FLY_lai's solution

656.
718C
Sasha and Array · Tutorial
Quality: 4,620 global accepts · Rating: 2300 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
FLY_lai's solution

657.
1842E
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Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
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658.
1834E
MEX of LCM · Tutorial
Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
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659.
891C
Envy · Tutorial
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660.
1422D
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708C
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1798E
Multitest Generator · Tutorial
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2211F
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1969E
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665.
1984E
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2174C1
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2111F
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2060G
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2143E
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1326E
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2084E
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2086E
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1868C
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720B
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1909E
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1979E
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632F
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2063F1
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2049E
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164C
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1634E
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FLY_lai's solution

696.
710F
String Set Queries · Tutorial
Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

FLY_lai's solution

697.
979E
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Quality: 908 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp
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698.
643C
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Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp
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699.
873F
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Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings
FLY_lai's solution

700.
342E
Xenia and Tree · Tutorial
Quality: 10,837 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
FLY_lai's solution

701.
375D
Tree and Queries · Tutorial
Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
FLY_lai's solution

702.
1455E
Four Points · Tutorial
Quality: 1,649 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
FLY_lai's solution

703.
717G
Underfail · Tutorial
Quality: 732 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: flows
FLY_lai's solution

704.
932E
Team Work · Tutorial
Quality: 3,434 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

705.
1070I
Privatization of Roads in Berland · Tutorial
Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
FLY_lai's solution

706.
865D
Buy Low Sell High · Tutorial
Quality: 8,019 global accepts · Rating: 2400 · first AC: 2023-08-12 · last AC: 2024-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
FLY_lai's solution

707.
1139E
Maximize Mex · Tutorial
Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
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708.
808F
Card Game · Tutorial
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FLY_lai's solution

709.
1051F
The Shortest Statement · Tutorial
Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees
FLY_lai's solution

710.
1114F
Please, another Queries on Array? · Tutorial
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FLY_lai's solution

711.
17D
Notepad · Tutorial
Quality: 1,328 global accepts · Rating: 2400 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: number theory
FLY_lai's solution

712.
1499F
Diameter Cuts · Tutorial
Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
FLY_lai's solution

713.
1286C1
Madhouse (Easy version) · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
FLY_lai's solution

714.
1469E
A Bit Similar · Tutorial
Quality: 2,200 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
FLY_lai's solution

715.
107C
Arrangement · Tutorial
Quality: 460 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
FLY_lai's solution

716.
1709E
XOR Tree · Tutorial
Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-09-23 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
FLY_lai's solution

717.
1132G
Greedy Subsequences · Tutorial
Quality: 1,230 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
FLY_lai's solution

718.
258E
Little Elephant and Tree · Tutorial
Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
FLY_lai's solution

719.
379F
New Year Tree · Tutorial
Quality: 2,754 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
FLY_lai's solution

720.
1348E
Phoenix and Berries · Tutorial
Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
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721.
1839E
Decreasing Game · Tutorial
Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
FLY_lai's solution

722.
1831E
Hyperregular Bracket Strings · Tutorial
Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers
FLY_lai's solution

723.
913E
Logical Expression · Tutorial
Quality: 884 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths
FLY_lai's solution

724.
311B
Cats Transport · Tutorial
Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
FLY_lai's solution

725.
912E
Prime Gift · Tutorial
Quality: 2,045 global accepts · Rating: 2400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
FLY_lai's solution

726.
2211E
Minimum Path Cover · Tutorial
Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
FLY_lai's solution

727.
2196D
Double Bracket Sequence · Tutorial
Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
FLY_lai's solution

728.
2190D
Prufer Vertex · Tutorial
Quality: 950 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
FLY_lai's solution

729.
2183F
Jumping Man · Tutorial
Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
FLY_lai's solution

730.
1758E
Tick, Tock · Tutorial
Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
FLY_lai's solution

731.
1922F
Replace on Segment · Tutorial
Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings
FLY_lai's solution

732.
2163D2
Diadrash (Hard Version) · Tutorial
Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings
FLY_lai's solution

733.
1976E
Splittable Permutations · Tutorial
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1984F
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735.
2005E2
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736.
2174C2
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2140E2
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2133E
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2165D
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740.
2029F
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2075E
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2145F
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2125E
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745.
1776I
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1539E
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algorithms, data structures, dp, greedy, implementation
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747.
1906K
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1481E
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1951F
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FLY_lai's solution

750.
1788F
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1994F
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752.
2034F1
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1375E
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1485E
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755.
53E
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756.
2113F
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FLY_lai's solution

757.
1842F
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1368E
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759.
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528D
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1175F
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greedy, hashing, strings
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767.
123E
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FLY_lai's solution

768.
156D
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769.
1361C
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2048F
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771.
868F
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778C
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773.
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774.
1983F
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1661E
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1334F
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1307E
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FLY_lai's solution

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628F
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678F
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1137C
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1253F
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1762E
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1896F
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1981E
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805.
2131H
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2119E
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809.
2164F1
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2158E
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811.
1990E2
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812.
1736E
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FLY_lai's solution

813.
2085F1
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FLY_lai's solution

814.
1765C
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1437F
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816.
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817.
1982F
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1977E
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819.
2129D
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848C
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372D
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822.
2109C3
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2107E
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824.
2108E
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825.
1614E
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826.
1178F2
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1821F
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754E
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829.
958F3
Lightsabers (hard) · Tutorial
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1439C
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1439B
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832.
1398G
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896C
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834.
917D
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835.
955F
Heaps · Tutorial
Quality: 1,964 global accepts · Rating: 2600 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
FLY_lai's solution

836.
797F
Mice and Holes · Tutorial
Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings
FLY_lai's solution

837.
1437G
Death DBMS · Tutorial
Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix

structures, strings, trees
FLY_lai's solution

838.
662C
Binary Table · Tutorial
Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
FLY_lai's solution

839.
1208F
Bits And Pieces · Tutorial
Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
FLY_lai's solution

840.
914G
Sum the Fibonacci · Tutorial
Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
FLY_lai's solution

841.
2045J
Xorderable Array · Tutorial
Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
FLY_lai's solution

842.
750E
New Year and Old Subsequence · Tutorial
Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices
FLY_lai's solution

843.
321E
Ciel and Gondolas · Tutorial
Quality: 6,273 global accepts · Rating: 2600 · first AC: 2024-08-28 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
FLY_lai's solution

844.
940F
Machine Learning · Tutorial
Quality: 3,377 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
FLY_lai's solution

845.
1073G
Yet Another LCP Problem · Tutorial
Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
FLY_lai's solution

846.
1061E
Politics · Tutorial
Quality: 603 global accepts · Rating: 2600 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
FLY_lai's solution

847.
622F
The Sum of the k-th Powers · Tutorial

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math
FLY_lai's solution

848.
818G
Four Melodies · Tutorial
Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
FLY_lai's solution

849.
1773D
Dominoes · Tutorial
Quality: 642 global accepts · Rating: 2600 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
FLY_lai's solution

850.
1510B
Button Lock · Tutorial
Quality: 975 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
FLY_lai's solution

851.
1278F
Cards · Tutorial
Quality: 2,499 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
FLY_lai's solution

852.
436E
Cardboard Box · Tutorial
Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
FLY_lai's solution

853.
15E
Triangles · Tutorial
Quality: 673 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
FLY_lai's solution

854.
10E
Greedy Change · Tutorial
Quality: 924 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
FLY_lai's solution

855.
1793E
Velepin and Marketing · Tutorial
Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
FLY_lai's solution

856.
1313E
Concatenation with intersection · Tutorial
Quality: 720 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings, two pointers
FLY_lai's solution

857.
901D
Weighting a Tree · Tutorial
Quality: 630 global accepts · Rating: 2700 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

FLY_lai's solution

858.
2077E
Another Folding Strip · Tutorial
Quality: 607 global accepts · Rating: 2700 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
FLY_lai's solution

859.
1804F
Approximate Diameter · Tutorial
Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
FLY_lai's solution

860.
464D
World of Darkraft - 2 · Tutorial
Quality: 758 global accepts · Rating: 2700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities
FLY_lai's solution

861.
1956E2
Nene vs. Monsters (Hard Version) · Tutorial
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
FLY_lai's solution

862.
1997F
Chips on a Line · Tutorial
Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
FLY_lai's solution

863.
2003E2
Turtle and Inversions (Hard Version) · Tutorial
Quality: 641 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
FLY_lai's solution

864.
2013F1
Game in Tree (Easy Version) · Tutorial
Quality: 653 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees
FLY_lai's solution

865.
2025F
Choose Your Queries · Tutorial
Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
FLY_lai's solution

866.
1792F1
Graph Coloring (easy version) · Tutorial
Quality: 987 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs
FLY_lai's solution

867.
1942F
Farmer John's Favorite Function · Tutorial

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
FLY_lai's solution

868.
2150D
Attraction Theory · Tutorial
Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

869.
1991G
Grid Reset · Tutorial
Quality: 746 global accepts · Rating: 2700 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
FLY_lai's solution

870.
1542E2
Abnormal Permutation Pairs (hard version) · Tutorial
Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
FLY_lai's solution

871.
1918G
Permutation of Given · Tutorial
Quality: 658 global accepts · Rating: 2700 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
FLY_lai's solution

872.
1993E
Xor-Grid Problem · Tutorial
Quality: 730 global accepts · Rating: 2700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
FLY_lai's solution

873.
1930F
Maximize the Difference · Tutorial
Quality: 937 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
FLY_lai's solution

874.
1421E
Swedish Heroes · Tutorial
Quality: 974 global accepts · Rating: 2700 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
FLY_lai's solution

875.
235C
Cyclical Quest · Tutorial
Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-07-14 · last AC: 2025-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
FLY_lai's solution

876.
1924D
Balanced Subsequences · Tutorial
Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

877.
1295F
Good Contest · Tutorial
Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
FLY_lai's solution

878.
1220F
Gardener Alex · Tutorial
Quality: 851 global accepts · Rating: 2700 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
FLY_lai's solution

879.
1515G
Phoenix and Odometers · Tutorial
Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
FLY_lai's solution

880.
1303G
Sum of Prefix Sums · Tutorial
Quality: 1,009 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees
FLY_lai's solution

881.
1254D
Tree Queries · Tutorial
Quality: 1,532 global accepts · Rating: 2700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees
FLY_lai's solution

882.
1260F
Colored Tree · Tutorial
Quality: 632 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
FLY_lai's solution

883.
1887D
Split · Tutorial
Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
FLY_lai's solution

884.
2049F
MEX OR Mania · Tutorial
Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
FLY_lai's solution

885.
773D
Perishable Roads · Tutorial
Quality: 801 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
FLY_lai's solution

886.
1781F
Bracket Insertion · Tutorial
Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
FLY_lai's solution

887.
1207G
Indie Album · Tutorial
Quality: 1,226 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
FLY_lai's solution

888.
1179D
Fedor Runs for President · Tutorial
Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
FLY_lai's solution

889.
2043F
Nim · Tutorial
Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
FLY_lai's solution

890.
62E
World Evil · Tutorial
Quality: 282 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
FLY_lai's solution

891.
1555F
Good Graph · Tutorial
Quality: 1,055 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
FLY_lai's solution

892.
906D
Power Tower · Tutorial
Quality: 2,679 global accepts · Rating: 2700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
FLY_lai's solution

893.
827D
Best Edge Weight · Tutorial
Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-07-13 · last AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
FLY_lai's solution

894.
903G
Yet Another Maxflow Problem · Tutorial
Quality: 687 global accepts · Rating: 2700 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs
FLY_lai's solution

895.
132E
Bits of merry old England · Tutorial
Quality: 569 global accepts · Rating: 2700 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
FLY_lai's solution

896.
1473F
Strange Set · Tutorial
Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, math
FLY_lai's solution

897.
13E
Holes · Tutorial
Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
FLY_lai's solution

898.
498E
Stairs and Lines · Tutorial
Quality: 565 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
FLY_lai's solution

899.
2178G
deCH OR Dations · Tutorial
Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
FLY_lai's solution

900.
1039D
You Are Given a Tree · Tutorial
Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
FLY_lai's solution

901.
2107F2
Cycling (Hard Version) · Tutorial
Quality: 507 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
FLY_lai's solution

902.
2155F
Juan's Colorful Tree · Tutorial
Quality: 637 global accepts · Rating: 2800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees
FLY_lai's solution

903.
2039F1
Shohag Loves Counting (Easy Version) · Tutorial
Quality: 506 global accepts · Rating: 2800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
FLY_lai's solution

904.
1693D
Decinc Dividing · Tutorial
Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
FLY_lai's solution

905.
1672F2
Checker for Array Shuffling · Tutorial
Quality: 936 global accepts · Rating: 2800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
FLY_lai's solution

906.
1842G
Tenzing and Random Operations · Tutorial
Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
FLY_lai's solution

907.
794E
Choosing Carrot · Tutorial
Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: games, math
FLY_lai's solution

908.
830D
Singer House · Tutorial
Quality: 980 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees
FLY_lai's solution

909.
1863G
Swaps · Tutorial
Quality: 827 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math
FLY_lai's solution

910.
2150E2
Hidden Single (Version 2) · Tutorial
Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
FLY_lai's solution

911.
2147F
Exchange Queries · Tutorial
Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
FLY_lai's solution

912.
1413F
Roads and Ramen · Tutorial
Quality: 960 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
FLY_lai's solution

913.
850E
Random Elections · Tutorial
Quality: 533 global accepts · Rating: 2800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
FLY_lai's solution

914.
1783G
Weighed Tree Radius · Tutorial
Quality: 589 global accepts · Rating: 2800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees
FLY_lai's solution

915.
600F
Edge coloring of bipartite graph · Tutorial
Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs
FLY_lai's solution

916.
2034F2
Khayyam's Royal Decree (Hard Version) · Tutorial
Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
FLY_lai's solution

917.
2127F
Hamed and AghaBalaSar · Tutorial
Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
FLY_lai's solution

918.
1904F
Beautiful Tree · Tutorial
Quality: 502 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
FLY_lai's solution

919.
1923F
Shrink-Reverse · Tutorial
Quality: 536 global accepts · Rating: 2800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
FLY_lai's solution

920.
1866J
Jackets and Packets · Tutorial
Quality: 440 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
FLY_lai's solution

921.
2003F
Turtle and Three Sequences · Tutorial
Quality: 803 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
FLY_lai's solution

922.
2002F2
Court Blue (Hard Version) · Tutorial
Quality: 576 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
FLY_lai's solution

923.
1620F
Bipartite Array · Tutorial
Quality: 751 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
FLY_lai's solution

924.
1383D
Rearrange · Tutorial
Quality: 762 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
FLY_lai's solution

925.
418D
Big Problems for Organizers · Tutorial
Quality: 546 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees
FLY_lai's solution

926.
1477D
Nezzar and Hidden Permutations · Tutorial
Quality: 787 global accepts · Rating: 2800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
FLY_lai's solution

927.
1746F
Kazaee · Tutorial
Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities
FLY_lai's solution

928.
286E
Ladies' Shop · Tutorial
Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math
FLY_lai's solution

929.
1845F
Swimmers in the Pool · Tutorial
Quality: 432 global accepts · Rating: 2800 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory
FLY_lai's solution

930.
2069F
Graph Inclusion · Tutorial
Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
FLY_lai's solution

931.
2048G
Kevin and Matrices · Tutorial
Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
FLY_lai's solution

932.
1697F
Too Many Constraints · Tutorial
Quality: 721 global accepts · Rating: 2800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
FLY_lai's solution

933.
1442D
Sum · Tutorial
Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
FLY_lai's solution

934.
722F
Cyclic Cipher · Tutorial
Quality: 607 global accepts · Rating: 2800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
FLY_lai's solution

935.
1400F
x-prime Substrings · Tutorial
Quality: 1,167 global accepts · Rating: 2800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
FLY_lai's solution

936.
163E
e-Government · Tutorial
Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
FLY_lai's solution

937.
280D
k-Maximum Subsequence Sum · Tutorial
Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation
FLY_lai's solution

938.
1404E
Bricks · Tutorial
Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
FLY_lai's solution

939.
79D
Password · Tutorial
Quality: 1,348 global accepts · Rating: 2800 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
FLY_lai's solution

940.
19D
Points · Tutorial
Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures
FLY_lai's solution

941.
11E
Forward, march! · Tutorial
Quality: 440 global accepts · Rating: 2800 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
FLY_lai's solution

942.
1286C2
Madhouse (Hard version) · Tutorial
Quality: 745 global accepts · Rating: 2800 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
FLY_lai's solution

943.
51F
Caterpillar · Tutorial
Quality: 816 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
FLY_lai's solution

944.
702F
T-Shirts · Tutorial
Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
FLY_lai's solution

945.
1831F
Mex Tree · Tutorial
Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
FLY_lai's solution

946.
932G
Palindrome Partition · Tutorial
Quality: 1,180 global accepts · Rating: 2900 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
FLY_lai's solution

947.
1979F
Kostyanych's Theorem · Tutorial
Quality: 438 global accepts · Rating: 2900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive
FLY_lai's solution

948.
1806F2
GCD Master (hard version) · Tutorial
Quality: 468 global accepts · Rating: 2900 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
FLY_lai's solution

949.
2140F
Sum Minimisation · Tutorial
Quality: 313 global accepts · Rating: 2900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
FLY_lai's solution

950.
2164F2
Chain Prefix Rank (Hard Version) · Tutorial
Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees
FLY_lai's solution

951.
2084F
Skyscape · Tutorial
Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
FLY_lai's solution

952.
2085F2
Serval and Colorful Array (Hard Version) · Tutorial
Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
FLY_lai's solution

953.
1264D2
Beautiful Bracket Sequence (hard version) · Tutorial
Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
FLY_lai's solution

954.
1601E
Phys Ed Online · Tutorial
Quality: 598 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
FLY_lai's solution

955.
2145G
Cost of Coloring · Tutorial
Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
FLY_lai's solution

956.
1060F
Shrinking Tree · Tutorial
Quality: 787 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
FLY_lai's solution

957.
2146F
Bubble Sort · Tutorial
Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
FLY_lai's solution

958.
364D
Ghd · Tutorial

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities
FLY_lai's solution

959.
1768F
Wonderful Jump · Tutorial
Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
FLY_lai's solution

960.
1916F
Group Division · Tutorial
Quality: 710 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
FLY_lai's solution

961.
2020F
Count Leaves · Tutorial
Quality: 266 global accepts · Rating: 2900 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
FLY_lai's solution

962.
338D
GCD Table · Tutorial
Quality: 1,404 global accepts · Rating: 2900 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
FLY_lai's solution

963.
343E
Pumping Stations · Tutorial
Quality: 911 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
FLY_lai's solution

964.
1129D
Isolation · Tutorial
Quality: 1,309 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
FLY_lai's solution

965.
1553H
XOR and Distance · Tutorial
Quality: 842 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees
FLY_lai's solution

966.
587E
Duff as a Queen · Tutorial
Quality: 847 global accepts · Rating: 2900 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures
FLY_lai's solution

967.
741D
Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths · Tutorial
Quality: 3,612 global accepts · Rating: 2900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
FLY_lai's solution

968.
708D
Incorrect Flow · Tutorial
Quality: 887 global accepts · Rating: 2900 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: flows
FLY_lai's solution

969.
724E
Goods transportation · Tutorial
Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
FLY_lai's solution

970.
103E
Buying Sets · Tutorial
Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
FLY_lai's solution

971.
809D
Hitchhiking in the Baltic States · Tutorial
Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-08-29 · last AC: 2024-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
FLY_lai's solution

972.
19E
Fairy · Tutorial
Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
FLY_lai's solution

973.
2161F
SubMST · Tutorial
Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees
FLY_lai's solution

974.
914F
Substrings in a String · Tutorial
Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
FLY_lai's solution

975.
1097G
Vladislav and a Great Legend · Tutorial
Quality: 1,055 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
FLY_lai's solution

976.
1526F
Median Queries · Tutorial
Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities
FLY_lai's solution

977.
1438F
Olha and Igor · Tutorial
Quality: 801 global accepts · Rating: 3000 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees
FLY_lai's solution

978.
1569F
Palindromic Hamiltonian Path · Tutorial
Quality: 380 global accepts · Rating: 3000 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
FLY_lai's solution

979.
2133F
Flint and Steel · Tutorial
Quality: 466 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs
FLY_lai's solution

980.
2029G
Balanced Problem · Tutorial
Quality: 259 global accepts · Rating: 3000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
FLY_lai's solution

981.
2158F2
Distinct GCDs (Hard Version) · Tutorial
Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory
FLY_lai's solution

982.
1616H
Keep XOR Low · Tutorial
Quality: 1,236 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
FLY_lai's solution

983.
1552G
A Serious Referee · Tutorial
Quality: 670 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
FLY_lai's solution

984.
1842H
Tenzing and Random Real Numbers · Tutorial
Quality: 853 global accepts · Rating: 3000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
FLY_lai's solution

985.
1989F
Simultaneous Coloring · Tutorial
Quality: 604 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs
FLY_lai's solution

986.
1163F
Indecisive Taxi Fee · Tutorial
Quality: 1,295 global accepts · Rating: 3000 · first AC: 2025-02-13 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
FLY_lai's solution

987.
936D
World of Tank · Tutorial
Quality: 396 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
FLY_lai's solution

988.
1149D
Abandoning Roads · Tutorial
Quality: 967 global accepts · Rating: 3000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy
FLY_lai's solution

989.
375E
Red and Black Tree · Tutorial
Quality: 493 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
FLY_lai's solution

990.
1776M
Parmigiana With Seafood · Tutorial
Quality: 508 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees
FLY_lai's solution

991.
1019C
Sergey's problem · Tutorial
Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
FLY_lai's solution

992.
1474F
1 2 3 4 ... · Tutorial
Quality: 323 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices
FLY_lai's solution

993.
1442E
Black, White and Grey Tree · Tutorial
Quality: 789 global accepts · Rating: 3000 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
FLY_lai's solution

994.
573D
Bear and Cavalry · Tutorial
Quality: 707 global accepts · Rating: 3000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
FLY_lai's solution

995.
1476F
Lanterns · Tutorial
Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
FLY_lai's solution

996.
232E
Quick Tortoise · Tutorial
Quality: 885 global accepts · Rating: 3000 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp
FLY_lai's solution

997.
603E
Pastoral Oddities · Tutorial
Quality: 1,544 global accepts · Rating: 3000 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
FLY_lai's solution

998.
526F
Pudding Monsters · Tutorial
Quality: 3,410 global accepts · Rating: 3000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
FLY_lai's solution

999.
997E
Good Subsegments · Tutorial
Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

FLY_lai's solution

1000.
1868D
Flower-like Pseudotree · Tutorial
Quality: 375 global accepts · Rating: 3000 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees
FLY_lai's solution

1001.
1076G
Array Game · Tutorial
Quality: 722 global accepts · Rating: 3000 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games
FLY_lai's solution

1002.
891E
Lust · Tutorial
Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices
FLY_lai's solution

1003.
464E
The Classic Problem · Tutorial
Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
FLY_lai's solution

1004.
150E
Freezing with Style · Tutorial
Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-11-23 · last AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
FLY_lai's solution

1005.
618F
Double Knapsack · Tutorial
Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
FLY_lai's solution

1006.
587F
Duff is Mad · Tutorial
Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
FLY_lai's solution

1007.
1603D
Artistic Partition · Tutorial
Quality: 884 global accepts · Rating: 3000 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory
FLY_lai's solution

1008.
1252D
Find String in a Grid · Tutorial
Quality: 413 global accepts · Rating: 3000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees
FLY_lai's solution

1009.
739E
Gosha is hunting · Tutorial
Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
FLY_lai's solution

1010.
319E
Ping-Pong · Tutorial
Quality: 739 global accepts · Rating: 3000 · first AC: 2023-08-23 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures
FLY_lai's solution

1011.
1895G
Two Characters, Two Colors · Tutorial
Quality: 324 global accepts · Rating: 3100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
FLY_lai's solution

1012.
1250K
Projectors · Tutorial
Quality: 319 global accepts · Rating: 3100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
FLY_lai's solution

1013.
1286F
Harry The Potter · Tutorial
Quality: 294 global accepts · Rating: 3100 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math
FLY_lai's solution

1014.
1970D3
Arithmancy (Hard) · Tutorial
Quality: 160 global accepts · Rating: 3100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
FLY_lai's solution

1015.
1067D
Computer Game · Tutorial
Quality: 491 global accepts · Rating: 3100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, probabilities
FLY_lai's solution

1016.
1103D
Professional layer · Tutorial
Quality: 493 global accepts · Rating: 3100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
FLY_lai's solution

1017.
1967E1
Again Counting Arrays (Easy Version) · Tutorial
Quality: 379 global accepts · Rating: 3100 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
FLY_lai's solution

1018.
1439D
INOI Final Contests · Tutorial
Quality: 476 global accepts · Rating: 3100 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft
FLY_lai's solution

1019.
1188D
Make Equal · Tutorial
Quality: 909 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp
FLY_lai's solution

1020.
1225G
To Make 1 · Tutorial
Quality: 659 global accepts · Rating: 3100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, number theory
FLY_lai's solution

1021.
1930G
Prefix Max Set Counting · Tutorial
Quality: 495 global accepts · Rating: 3100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
FLY_lai's solution

1022.
2006E
Iris's Full Binary Tree · Tutorial
Quality: 318 global accepts · Rating: 3100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
FLY_lai's solution

1023.
666E
Forensic Examination · Tutorial
Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
FLY_lai's solution

1024.
1329D
Dreamoon Likes Strings · Tutorial
Quality: 536 global accepts · Rating: 3100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures
FLY_lai's solution

1025.
2048H
Kevin and Strange Operation · Tutorial
Quality: 248 global accepts · Rating: 3100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
FLY_lai's solution

1026.
1240F
Football · Tutorial
Quality: 327 global accepts · Rating: 3100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs
FLY_lai's solution

1027.
1458D
Flip and Reverse · Tutorial
Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy
FLY_lai's solution

1028.
2077D
Maximum Polygon · Tutorial
Quality: 339 global accepts · Rating: 3100 · first AC: 2025-07-15 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math
FLY_lai's solution

1029.
468E
Permanent · Tutorial
Quality: 387 global accepts · Rating: 3100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
FLY_lai's solution

1030.
1307G
Cow and Exercise · Tutorial
Quality: 597 global accepts · Rating: 3100 · first AC: 2024-06-24 · last AC: 2024-09-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths
FLY_lai's solution

1031.
438E
The Child and Binary Tree · Tutorial
Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
FLY_lai's solution

1032.
704D
Captain America · Tutorial
Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy
FLY_lai's solution

1033.
1463F
Max Correct Set · Tutorial
Quality: 736 global accepts · Rating: 3100 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
FLY_lai's solution

1034.
2096H
Wonderful XOR Problem · Tutorial
Quality: 224 global accepts · Rating: 3200 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
FLY_lai's solution

1035.
2039F2
Shohag Loves Counting (Hard Version) · Tutorial
Quality: 288 global accepts · Rating: 3200 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
FLY_lai's solution

1036.
1810G
The Maximum Prefix · Tutorial
Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp
FLY_lai's solution

1037.
1603E
A Perfect Problem · Tutorial
Quality: 641 global accepts · Rating: 3200 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

1038.
2159D2
Inverse Minimum Partition (Hard Version) · Tutorial
Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
FLY_lai's solution

1039.
1861F
Four Suits · Tutorial
Quality: 297 global accepts · Rating: 3200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy
FLY_lai's solution

1040.
1656H
Equal LCM Subsets · Tutorial
Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
FLY_lai's solution

1041.
1608F
MEX counting · Tutorial
Quality: 840 global accepts · Rating: 3200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
FLY_lai's solution

1042.
553E
Kyoya and Train · Tutorial
Quality: 621 global accepts · Rating: 3200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities
FLY_lai's solution

1043.
1799H
Tree Cutting · Tutorial
Quality: 384 global accepts · Rating: 3200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
FLY_lai's solution

1044.
1034E
Little C Loves 3 III · Tutorial
Quality: 750 global accepts · Rating: 3200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
FLY_lai's solution

1045.
750G
New Year and Binary Tree Paths · Tutorial
Quality: 525 global accepts · Rating: 3200 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
FLY_lai's solution

1046.
1517F
Reunion · Tutorial
Quality: 592 global accepts · Rating: 3200 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
FLY_lai's solution

1047.
2004G
Substring Compression · Tutorial
Quality: 420 global accepts · Rating: 3200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
FLY_lai's solution

1048.
1037H
Security · Tutorial
Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
FLY_lai's solution

1049.
1396E
Distance Matching · Tutorial
Quality: 434 global accepts · Rating: 3200 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
FLY_lai's solution

1050.
1427F
Boring Card Game · Tutorial
Quality: 402 global accepts · Rating: 3200 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees
FLY_lai's solution

1051.
1268D
Invertation in Tournament · Tutorial
Quality: 639 global accepts · Rating: 3200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math
FLY_lai's solution

1052.
1142E
Pink Floyd · Tutorial
Quality: 636 global accepts · Rating: 3200 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

FLY_lai's solution

1053.
1368G
Shifting Dominoes · Tutorial
Quality: 676 global accepts · Rating: 3200 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, graphs, trees
FLY_lai's solution

1054.
573E
Bear and Bowling · Tutorial
Quality: 2,045 global accepts · Rating: 3200 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
FLY_lai's solution

1055.
755G
PolandBall and Many Other Balls · Tutorial
Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
FLY_lai's solution

1056.
1109F
Sasha and Algorithm of Silence's Sounds · Tutorial
Quality: 366 global accepts · Rating: 3200 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
FLY_lai's solution

1057.
1119H
Triple · Tutorial
Quality: 797 global accepts · Rating: 3200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
FLY_lai's solution

1058.
1286E
Fedya the Potter Strikes Back · Tutorial
Quality: 665 global accepts · Rating: 3200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
FLY_lai's solution

1059.
487E
Tourists · Tutorial
Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-02-15 · last AC: 2024-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
FLY_lai's solution

1060.
700E
Cool Slogans · Tutorial
Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings
FLY_lai's solution

1061.
1523F
Favorite Game · Tutorial
Quality: 483 global accepts · Rating: 3300 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
FLY_lai's solution

1062.
1517G
Starry Night Camping · Tutorial
Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs
FLY_lai's solution

1063.
1307F
Cow and Vacation · Tutorial
Quality: 675 global accepts · Rating: 3300 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
FLY_lai's solution

1064.
2178H
Create or Duplicate · Tutorial
Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
FLY_lai's solution

1065.
2119F
Volcanic Eruptions · Tutorial
Quality: 174 global accepts · Rating: 3300 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
FLY_lai's solution

1066.
1552H
Guess the Perimeter · Tutorial
Quality: 462 global accepts · Rating: 3300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory
FLY_lai's solution

1067.
713E
Sonya Partymaker · Tutorial
Quality: 405 global accepts · Rating: 3300 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
FLY_lai's solution

1068.
2101F
Shoo Shatters the Sunshine · Tutorial
Quality: 155 global accepts · Rating: 3300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
FLY_lai's solution

1069.
2081F
Hot Matrix · Tutorial
Quality: 140 global accepts · Rating: 3300 · first AC: 2025-07-18 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
FLY_lai's solution

1070.
1500E
Subset Trick · Tutorial
Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
FLY_lai's solution

1071.
1870G
MEXanization · Tutorial
Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
FLY_lai's solution

1072.
2154F2
Bombing (Hard Version) · Tutorial
Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
FLY_lai's solution

1073.
2034H
Rayan vs. Rayaneh · Tutorial
Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
FLY_lai's solution

1074.
1209H
Moving Walkways · Tutorial
Quality: 230 global accepts · Rating: 3300 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
FLY_lai's solution

1075.
2135E1
Beyond the Palindrome (Easy Version) · Tutorial
Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

1076.
1930H
Interactive Mex Tree · Tutorial
Quality: 365 global accepts · Rating: 3300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
FLY_lai's solution

1077.
1368H1
Breadboard Capacity (easy version) · Tutorial
Quality: 456 global accepts · Rating: 3300 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy
FLY_lai's solution

1078.
1610G
AmShZ Wins a Bet · Tutorial
Quality: 654 global accepts · Rating: 3300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing
FLY_lai's solution

1079.
1237H
Balanced Reversals · Tutorial
Quality: 437 global accepts · Rating: 3300 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
FLY_lai's solution

1080.
878E
Numbers on the blackboard · Tutorial
Quality: 737 global accepts · Rating: 3300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
FLY_lai's solution

1081.
1148G
Gold Experience · Tutorial
Quality: 388 global accepts · Rating: 3300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
FLY_lai's solution

1082.
986F
Oppa Funcan Style Remastered · Tutorial
Quality: 744 global accepts · Rating: 3300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
FLY_lai's solution

1083.
2023E
Tree of Life · Tutorial
Quality: 176 global accepts · Rating: 3300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
FLY_lai's solution

1084.
1787H
Codeforces Scoreboard · Tutorial
Quality: 337 global accepts · Rating: 3300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry
FLY_lai's solution

1085.
1844H
Multiple of Three Cycles · Tutorial
Quality: 283 global accepts · Rating: 3400 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math
FLY_lai's solution

1086.
757G
Can Bash Save the Day? · Tutorial
Quality: 648 global accepts · Rating: 3400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees
FLY_lai's solution

1087.
1630F
Making It Bipartite · Tutorial
Quality: 919 global accepts · Rating: 3400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory
FLY_lai's solution

1088.
848E
Days of Floral Colours · Tutorial
Quality: 242 global accepts · Rating: 3400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
FLY_lai's solution

1089.
1548E
Gregor and the Two Painters · Tutorial
Quality: 601 global accepts · Rating: 3400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
FLY_lai's solution

1090.
1266H
Red-Blue Graph · Tutorial
Quality: 132 global accepts · Rating: 3400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle
FLY_lai's solution

1091.
1039E
Summer Oenothera Exhibition · Tutorial
Quality: 319 global accepts · Rating: 3400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
FLY_lai's solution

1092.
1010F
Tree · Tutorial
Quality: 261 global accepts · Rating: 3400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, graphs, trees
FLY_lai's solution

1093.
1503F
Balance the Cards · Tutorial
Quality: 226 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation
FLY_lai's solution

1094.
2135F
To the Infinity · Tutorial
Quality: 247 global accepts · Rating: 3500 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math, trees
FLY_lai's solution

1095.
1336E2
Chiori and Doll Picking (hard version) · Tutorial
Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
FLY_lai's solution

1096.
1967E2
Again Counting Arrays (Hard Version) · Tutorial
Quality: 215 global accepts · Rating: 3500 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
FLY_lai's solution

1097.
1305H
Kuroni the Private Tutor · Tutorial
Quality: 173 global accepts · Rating: 3500 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
FLY_lai's solution

1098.
1616G
Just Add an Edge · Tutorial
Quality: 425 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
FLY_lai's solution

1099.
1987G2
Spinning Round (Hard Version) · Tutorial
Quality: 246 global accepts · Rating: 3500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
FLY_lai's solution

1100.
1305G
Kuroni and Antihype · Tutorial
Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
FLY_lai's solution

1101.
1893E
Cacti Symphony · Tutorial
Quality: 281 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
FLY_lai's solution

1102.
1338E
JYPnation · Tutorial
Quality: 408 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs
FLY_lai's solution

1103.
2159F
Grand Finale: Snakes · Tutorial

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
FLY_lai's solution

1104.
2159E
Super-Short-Polynomial-San · Tutorial
Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle
FLY_lai's solution

1105.
1916G
Optimizations From Chelsu · Tutorial
Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees
FLY_lai's solution

1106.
2046E2
Cheops and a Contest (Hard Version) · Tutorial
Quality: 89 global accepts · Rating: 3500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
FLY_lai's solution

1107.
1458F
Range Diameter Sum · Tutorial
Quality: 441 global accepts · Rating: 3500 · first AC: 2024-12-14 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
FLY_lai's solution

1108.
2135E2
Beyond the Palindrome (Hard Version) · Tutorial
Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
FLY_lai's solution

1109.
1842I
Tenzing and Necklace · Tutorial
Quality: 170 global accepts · Rating: 3500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy
FLY_lai's solution

1110.
1874F
Jellyfish and OEIS · Tutorial
Quality: 443 global accepts · Rating: 3500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
FLY_lai's solution

1111.
1158F
Density of subarrays · Tutorial
Quality: 504 global accepts · Rating: 3500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
FLY_lai's solution

1112.
1876G
Clubstep · Tutorial
Quality: 278 global accepts · Rating: 3500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees
FLY_lai's solution

1113.
1685E
The Ultimate LIS Problem · Tutorial
Quality: 196 global accepts · Rating: 3500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
FLY_lai's solution

1114.
2222F
Building Tree · Tutorial
Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
FLY_lai's solution

1115.
2222G
Statistics on Tree · Tutorial
Quality: 161 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
FLY_lai's solution

1116.
2222E
Seek the Truth · Tutorial
Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
FLY_lai's solution

1117.
2222D
Permutation Construction · Tutorial
Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
FLY_lai's solution

1118.
2222C
Median Partition · Tutorial
Quality: 4,775 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
FLY_lai's solution

1119.
2222B
Artistic Balance Tree · Tutorial
Quality: 7,278 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
FLY_lai's solution

1120.
2222A
A Wonderful Contest · Tutorial
Quality: 9,998 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
FLY_lai's solution

1121.
102059K
Interesting Drug · Tutorial
Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1122.
103202M
United in Stormwind · Tutorial
Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1123.
105170A
Eminor Array · Tutorial
Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1124.
104976E
Period of a String · Tutorial
Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1125.
102268J
Jealous Split · Tutorial
Rating: — · first AC: 2025-07-23 · last AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1126.
102904B
Dispatch Money · Tutorial
Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1127.
102331J
Jiry Matchings · Tutorial
Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1128.
102354B
Yet Another Convolution · Tutorial
Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1129.
102059C
Dstorv · Tutorial
Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1130.
103107A
And RMQ · Tutorial
Rating: — · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1131.
undefined429
Problem Stacks · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: *special
FLY_lai's solution

1132.
undefined235
The Queen · Tutorial
Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: *special
FLY_lai's solution

1133.
undefined144
Meeting · Tutorial
Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: *special
FLY_lai's solution

1134.
1193A
Amusement Park · Tutorial
Quality: 465 global accepts · Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, math
FLY_lai's solution

1135.
`103627F`
Lag · Tutorial
Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
FLY_lai's solution

1136.
`392C`
Yet Another Number Sequence · Tutorial
Quality: 677 global accepts · Rating: — · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices
FLY_lai's solution

1137.
`101981I`
Magic Potion · Tutorial
Rating: — · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
FLY_lai's solution

1138.
`101915D`
Largest Group · Tutorial
Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —
FLY_lai's solution

1139.
`undefined190`
Dominoes · Tutorial
Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: *special
FLY_lai's solution

1140.
`undefined140`
Integer Sequences · Tutorial
Rating: — · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: *special
FLY_lai's solution