

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

<https://cfelitetracker.vercel.app>

Unique solved — FangYifan

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

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

Filters: none

Count: 1,729

1.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

2.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FangYifan's solution](#)

3.

2116A

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

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[FangYifan's solution](#)

4.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,217 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[FangYifan's solution](#)

5.

2110A

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

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[FangYifan's solution](#)

6.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FangYifan's solution](#)

7.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[FangYifan's solution](#)

8.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

9.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FangYifan's solution](#)

10.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[FangYifan's solution](#)

11.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

12.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,763 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[FangYifan's solution](#)

13.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,328 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[FangYifan's solution](#)

14.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

15.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FangYifan's solution](#)

16.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[FangYifan's solution](#)

17.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

18.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[FangYifan's solution](#)

19.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[FangYifan's solution](#)

20.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[FangYifan's solution](#)

21.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

22.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FangYifan's solution](#)

23.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

24.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[FangYifan's solution](#)

25.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[FangYifan's solution](#)

26.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

27.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[FangYifan's solution](#)

28.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

29.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

30.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[FangYifan's solution](#)

31.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

32.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FangYifan's solution](#)

33.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[FangYifan's solution](#)

34.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[FangYifan's solution](#)

35.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[FangYifan's solution](#)

36.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

37.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

38.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

39.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

40.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FangYifan's solution](#)

41.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[FangYifan's solution](#)

42.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

43.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

44.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

45.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[FangYifan's solution](#)

46.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

47.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

48.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

49.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[FangYifan's solution](#)

50.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

51.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

52.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[FangYifan's solution](#)

53.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

54.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FangYifan's solution](#)

55.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

56.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[FangYifan's solution](#)

57.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

58.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

59.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

60.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[FangYifan's solution](#)

61.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[FangYifan's solution](#)

62.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[FangYifan's solution](#)

63.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FangYifan's solution](#)

64.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

65.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,795 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[FangYifan's solution](#)

66.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[FangYifan's solution](#)

67.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[FangYifan's solution](#)

68.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[FangYifan's solution](#)

69.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[FangYifan's solution](#)

70.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FangYifan's solution](#)

71.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[FangYifan's solution](#)

72.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[FangYifan's solution](#)

73.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[FangYifan's solution](#)

74.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

75.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[FangYifan's solution](#)

76.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[FangYifan's solution](#)

77.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[FangYifan's solution](#)

78.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[FangYifan's solution](#)

79.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[FangYifan's solution](#)

80.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,223 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[FangYifan's solution](#)

81.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,464 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[FangYifan's solution](#)

82.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[FangYifan's solution](#)

83.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[FangYifan's solution](#)

84.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,738 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[FangYifan's solution](#)

85.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[FangYifan's solution](#)

86.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[FangYifan's solution](#)

87.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[FangYifan's solution](#)

88.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[FangYifan's solution](#)

89.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

90.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

91.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

92.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

93.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[FangYifan's solution](#)

94.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

95.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

96.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,362 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[FangYifan's solution](#)

97.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[FangYifan's solution](#)

98.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[FangYifan's solution](#)

99.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

100.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

101.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FangYifan's solution](#)

102.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FangYifan's solution](#)

103.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

104.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

105.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

106.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[FangYifan's solution](#)

107.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

108.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,185 global accepts · Rating: 800 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FangYifan's solution](#)

109.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

110.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[FangYifan's solution](#)

111.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[FangYifan's solution](#)

112.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[FangYifan's solution](#)

113.

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[FangYifan's solution](#)

114.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[FangYifan's solution](#)

115.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

116.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[FangYifan's solution](#)

117.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

118.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

119.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FangYifan's solution](#)

120.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[FangYifan's solution](#)

121.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[FangYifan's solution](#)

122.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[FangYifan's solution](#)

123.

1629A

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

Quality: 30,928 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FangYifan's solution](#)

124.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[FangYifan's solution](#)

125.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

126.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

127.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

128.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,900 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[FangYifan's solution](#)

129.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

130.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

131.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[FangYifan's solution](#)

132.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

133.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[FangYifan's solution](#)

134.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

135.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[FangYifan's solution](#)

136.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[FangYifan's solution](#)

137.

1791A

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

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

138.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

139.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[FangYifan's solution](#)

140.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[FangYifan's solution](#)

141.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[FangYifan's solution](#)

142.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[FangYifan's solution](#)

143.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[FangYifan's solution](#)

144.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[FangYifan's solution](#)

145.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-07 · last AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[FangYifan's solution](#)

146.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[FangYifan's solution](#)

147.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[FangYifan's solution](#)

148.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[FangYifan's solution](#)

149.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[FangYifan's solution](#)

150.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[FangYifan's solution](#)

151.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[FangYifan's solution](#)

152.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[FangYifan's solution](#)

153.

1777A

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

Quality: 44,037 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[FangYifan's solution](#)

154.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[FangYifan's solution](#)

155.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[FangYifan's solution](#)

156.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[FangYifan's solution](#)

157.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[FangYifan's solution](#)

158.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[FangYifan's solution](#)

159.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-28 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[FangYifan's solution](#)

160.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[FangYifan's solution](#)

161.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[FangYifan's solution](#)

162.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[FangYifan's solution](#)

163.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[FangYifan's solution](#)

164.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[FangYifan's solution](#)

165.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[FangYifan's solution](#)

166.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[FangYifan's solution](#)

167.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,520 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[FangYifan's solution](#)

168.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[FangYifan's solution](#)

169.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[FangYifan's solution](#)

170.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[FangYifan's solution](#)

171.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[FangYifan's solution](#)

172.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

173.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[FangYifan's solution](#)

174.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[FangYifan's solution](#)

175.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

176.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[FangYifan's solution](#)

177.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[FangYifan's solution](#)

178.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[FangYifan's solution](#)

179.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[FangYifan's solution](#)

180.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

181.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

182.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

183.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[FangYifan's solution](#)

184.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[FangYifan's solution](#)

185.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[FangYifan's solution](#)

186.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

187.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[FangYifan's solution](#)

188.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[FangYifan's solution](#)

189.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

190.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

191.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[FangYifan's solution](#)

192.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

193.

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

194.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[FangYifan's solution](#)

195.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

196.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

197.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

198.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FangYifan's solution](#)

199.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

200.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

201.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

202.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FangYifan's solution](#)

203.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

204.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[FangYifan's solution](#)

205.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FangYifan's solution](#)

206.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

207.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FangYifan's solution](#)

208.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[FangYifan's solution](#)

209.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

210.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FangYifan's solution](#)

211.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

212.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[FangYifan's solution](#)

213.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,781 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

214.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

215.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[FangYifan's solution](#)

216.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

217.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[FangYifan's solution](#)

218.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[FangYifan's solution](#)

219.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

220.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FangYifan's solution](#)

221.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

222.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

223.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

224.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

225.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

math, sortings

[FangYifan's solution](#)

226.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

227.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[FangYifan's solution](#)

228.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[FangYifan's solution](#)

229.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

230.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[FangYifan's solution](#)

231.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

232.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

233.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FangYifan's solution](#)

234.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[FangYifan's solution](#)

235.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

236.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

237.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

238.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[FangYifan's solution](#)

239.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

240.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

241.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[FangYifan's solution](#)

242.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FangYifan's solution](#)

243.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[FangYifan's solution](#)

244.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FangYifan's solution](#)

245.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

246.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FangYifan's solution](#)

247.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

248.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

249.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[FangYifan's solution](#)

250.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[FangYifan's solution](#)

251.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

252.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

253.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[FangYifan's solution](#)

254.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[FangYifan's solution](#)

255.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[FangYifan's solution](#)

256.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

257.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[FangYifan's solution](#)

258.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

259.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

260.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[FangYifan's solution](#)

261.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

262.

1680A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[FangYifan's solution](#)

263.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[FangYifan's solution](#)

264.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

265.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

266.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

267.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

268.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[FangYifan's solution](#)

269.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[FangYifan's solution](#)

270.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

271.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[FangYifan's solution](#)

272.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

273.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[FangYifan's solution](#)

274.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[FangYifan's solution](#)

275.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FangYifan's solution](#)

276.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[FangYifan's solution](#)

277.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[FangYifan's solution](#)

278.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

279.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

280.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

281.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[FangYifan's solution](#)

282.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[FangYifan's solution](#)

283.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

284.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

285.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

286.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[FangYifan's solution](#)

287.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[FangYifan's solution](#)

288.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[FangYifan's solution](#)

289.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[FangYifan's solution](#)

290.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

291.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[FangYifan's solution](#)

292.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[FangYifan's solution](#)

293.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[FangYifan's solution](#)

294.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[FangYifan's solution](#)

295.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-04-04 · last AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

296.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[FangYifan's solution](#)

297.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[FangYifan's solution](#)

298.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,912 global accepts · Rating: 900 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[FangYifan's solution](#)

299.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[FangYifan's solution](#)

300.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[FangYifan's solution](#)

301.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

302.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

303.

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[FangYifan's solution](#)

304.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

305.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

306.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[FangYifan's solution](#)

307.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

308.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

309.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

310.

1737A

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

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[FangYifan's solution](#)

311.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

312.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

313.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

314.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[FangYifan's solution](#)

315.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

316.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

317.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

318.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[FangYifan's solution](#)

319.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FangYifan's solution](#)

320.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

321.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[FangYifan's solution](#)

322.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[FangYifan's solution](#)

323.

1675B

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

Quality: 43,306 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

324.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

325.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[FangYifan's solution](#)

326.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[FangYifan's solution](#)

327.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FangYifan's solution](#)

328.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[FangYifan's solution](#)

329.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

330.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[FangYifan's solution](#)

331.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[FangYifan's solution](#)

332.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[FangYifan's solution](#)

333.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[FangYifan's solution](#)

334.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

335.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FangYifan's solution](#)

336.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

337.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[FangYifan's solution](#)

338.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[FangYifan's solution](#)

339.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[FangYifan's solution](#)

340.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

341.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[FangYifan's solution](#)

342.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[FangYifan's solution](#)

343.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[FangYifan's solution](#)

344.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[FangYifan's solution](#)

345.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

346.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FangYifan's solution](#)

347.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FangYifan's solution](#)

348.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

349.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[FangYifan's solution](#)

350.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FangYifan's solution](#)

351.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[FangYifan's solution](#)

352.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[FangYifan's solution](#)

353.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

354.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

355.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[FangYifan's solution](#)

356.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FangYifan's solution](#)

357.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

358.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FangYifan's solution](#)

359.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[FangYifan's solution](#)

360.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[FangYifan's solution](#)

361.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[FangYifan's solution](#)

362.

1725B

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

Quality: 28,292 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[FangYifan's solution](#)

363.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

364.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

365.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[FangYifan's solution](#)

366.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[FangYifan's solution](#)

367.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FangYifan's solution](#)

368.

1690D

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

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[FangYifan's solution](#)

369.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[FangYifan's solution](#)

370.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[FangYifan's solution](#)

371.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[FangYifan's solution](#)

372.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[FangYifan's solution](#)

373.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[FangYifan's solution](#)

374.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

375.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[FangYifan's solution](#)

376.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[FangYifan's solution](#)

377.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FangYifan's solution](#)

378.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[FangYifan's solution](#)

379.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[FangYifan's solution](#)

380.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[FangYifan's solution](#)

381.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[FangYifan's solution](#)

382.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[FangYifan's solution](#)

383.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

384.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[FangYifan's solution](#)

385.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[FangYifan's solution](#)

386.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

387.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[FangYifan's solution](#)

388.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

389.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FangYifan's solution](#)

390.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[FangYifan's solution](#)

391.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FangYifan's solution](#)

392.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[FangYifan's solution](#)

393.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FangYifan's solution](#)

394.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[FangYifan's solution](#)

395.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[FangYifan's solution](#)

396.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[FangYifan's solution](#)

397.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[FangYifan's solution](#)

398.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,214 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[FangYifan's solution](#)

399.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[FangYifan's solution](#)

400.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[FangYifan's solution](#)

401.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory
[FangYifan's solution](#)

402.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[FangYifan's solution](#)

403.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[FangYifan's solution](#)

404.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[FangYifan's solution](#)

405.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[FangYifan's solution](#)

406.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[FangYifan's solution](#)

407.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

408.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[FangYifan's solution](#)

409.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[FangYifan's solution](#)

410.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[FangYifan's solution](#)

411.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[FangYifan's solution](#)

412.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

413.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[FangYifan's solution](#)

414.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[FangYifan's solution](#)

415.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[FangYifan's solution](#)

416.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

417.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

418.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[FangYifan's solution](#)

419.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[FangYifan's solution](#)

420.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

421.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[FangYifan's solution](#)

422.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[FangYifan's solution](#)

423.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[FangYifan's solution](#)

424.

1807G2

[Subsequence Addition \(Hard Version\) · Tutorial](#)

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[FangYifan's solution](#)

425.

1669F

[Eating Candies · Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[FangYifan's solution](#)

426.

1672C

[Unequal Array · Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FangYifan's solution](#)

427.

1673B

[A Perfectly Balanced String? · Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[FangYifan's solution](#)

428.

1685A

[Circular Local MiniMax · Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FangYifan's solution](#)

429.

1800C2

[Powering the Hero \(hard version\) · Tutorial](#)

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[FangYifan's solution](#)

430.

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

431.

1762B

[Make Array Good · Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[FangYifan's solution](#)

432.

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

433.

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[FangYifan's solution](#)

434.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[FangYifan's solution](#)

435.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[FangYifan's solution](#)

436.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[FangYifan's solution](#)

437.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

[FangYifan's solution](#)

438.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

439.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[FangYifan's solution](#)

440.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[FangYifan's solution](#)

441.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[FangYifan's solution](#)

442.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

443.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

444.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[FangYifan's solution](#)

445.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

446.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[FangYifan's solution](#)

447.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[FangYifan's solution](#)

448.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[FangYifan's solution](#)

449.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[FangYifan's solution](#)

450.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

451.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

452.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[FangYifan's solution](#)

453.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

454.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[FangYifan's solution](#)

455.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[FangYifan's solution](#)

456.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[FangYifan's solution](#)

457.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FangYifan's solution](#)

458.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[FangYifan's solution](#)

459.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,928 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[FangYifan's solution](#)

460.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[FangYifan's solution](#)

461.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FangYifan's solution](#)

462.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[FangYifan's solution](#)

463.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

464.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[FangYifan's solution](#)

465.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[FangYifan's solution](#)

466.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[FangYifan's solution](#)

467.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

468.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[FangYifan's solution](#)

469.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[FangYifan's solution](#)

470.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[FangYifan's solution](#)

471.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[FangYifan's solution](#)

472.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[FangYifan's solution](#)

473.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[FangYifan's solution](#)

474.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[FangYifan's solution](#)

475.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[FangYifan's solution](#)

476.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

477.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[FangYifan's solution](#)

478.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[FangYifan's solution](#)

479.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[FangYifan's solution](#)

480.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

481.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[FangYifan's solution](#)

482.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[FangYifan's solution](#)

483.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[FangYifan's solution](#)

484.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[FangYifan's solution](#)

485.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[FangYifan's solution](#)

486.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[FangYifan's solution](#)

487.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[FangYifan's solution](#)

488.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[FangYifan's solution](#)

489.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[FangYifan's solution](#)

490.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FangYifan's solution](#)

491.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

492.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

493.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

494.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

495.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FangYifan's solution](#)

496.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[FangYifan's solution](#)

497.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

498.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FangYifan's solution](#)

499.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-04 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[FangYifan's solution](#)

500.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

501.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

502.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-07 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[FangYifan's solution](#)

503.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

504.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: games

[FangYifan's solution](#)

505.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

506.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[FangYifan's solution](#)

507.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

508.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FangYifan's solution](#)

509.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[FangYifan's solution](#)

510.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

511.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[FangYifan's solution](#)

512.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

513.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[FangYifan's solution](#)

514.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[FangYifan's solution](#)

515.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FangYifan's solution](#)

516.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[FangYifan's solution](#)

517.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FangYifan's solution](#)

518.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[FangYifan's solution](#)

519.

2116B

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

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

520.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

521.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[FangYifan's solution](#)

522.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[FangYifan's solution](#)

523.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FangYifan's solution](#)

524.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[FangYifan's solution](#)

525.

2049B

[pspspsps](#) · [Tutorial](#)

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

[FangYifan's solution](#)

526.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[FangYifan's solution](#)

527.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[FangYifan's solution](#)

528.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[FangYifan's solution](#)

529.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[FangYifan's solution](#)

530.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

531.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[FangYifan's solution](#)

532.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[FangYifan's solution](#)

533.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[FangYifan's solution](#)

534.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[FangYifan's solution](#)

535.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[FangYifan's solution](#)

536.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[FangYifan's solution](#)

537.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[FangYifan's solution](#)

538.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,507 global accepts · Rating: 1300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[FangYifan's solution](#)

539.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[FangYifan's solution](#)

540.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

541.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[FangYifan's solution](#)

542.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[FangYifan's solution](#)

543.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[FangYifan's solution](#)

544.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[FangYifan's solution](#)

545.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[FangYifan's solution](#)

546.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[FangYifan's solution](#)

547.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

548.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[FangYifan's solution](#)

549.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[FangYifan's solution](#)

550.

1869C

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

Rating: 1300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

551.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[FangYifan's solution](#)

552.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[FangYifan's solution](#)

553.

1816C

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

Rating: 1300 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[FangYifan's solution](#)

554.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

555.

1649B

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

Quality: 13,960 global accepts · Rating: 1300 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

556.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[FangYifan's solution](#)

557.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[FangYifan's solution](#)

558.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[FangYifan's solution](#)

559.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[FangYifan's solution](#)

560.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FangYifan's solution](#)

561.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[FangYifan's solution](#)

562.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

563.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[FangYifan's solution](#)

564.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[FangYifan's solution](#)

565.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[FangYifan's solution](#)

566.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[FangYifan's solution](#)

567.

1754C1

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

Rating: 1300 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

568.

1746C

[Permutation Operations · Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FangYifan's solution](#)

569.

1741D

[Masha and a Beautiful Tree · Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[FangYifan's solution](#)

570.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[FangYifan's solution](#)

571.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[FangYifan's solution](#)

572.

1698C

[3SUM Closure · Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[FangYifan's solution](#)

573.

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[FangYifan's solution](#)

574.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[FangYifan's solution](#)

575.

1717C

[Madoka and Formal Statement · Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FangYifan's solution](#)

576.

1711B

[Party · Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[FangYifan's solution](#)

577.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality · Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[FangYifan's solution](#)

578.

1676G

[White-Black Balanced Subtrees · Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

579.

1676F

[Longest Strike · Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[FangYifan's solution](#)

580.

1675D

[Vertical Paths · Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[FangYifan's solution](#)

581.

2111D

[Creating a Schedule · Tutorial](#)

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[FangYifan's solution](#)

582.

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

583.

2114E

[Kirei Attacks the Estate · Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

584.

2110C

[Racing · Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

585.

2074D

[Counting Points · Tutorial](#)

Quality: 12,067 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[FangYifan's solution](#)

586.

2066A

[Object Identification · Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[FangYifan's solution](#)

587.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[FangYifan's solution](#)

588.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[FangYifan's solution](#)

589.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[FangYifan's solution](#)

590.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[FangYifan's solution](#)

591.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[FangYifan's solution](#)

592.

1901C

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

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

593.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

594.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FangYifan's solution](#)

595.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[FangYifan's solution](#)

596.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

597.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[FangYifan's solution](#)

598.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FangYifan's solution](#)

599.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[FangYifan's solution](#)

600.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[FangYifan's solution](#)

601.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,581 global accepts · Rating: 1400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[FangYifan's solution](#)

602.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[FangYifan's solution](#)

603.

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[FangYifan's solution](#)

604.

1914E2

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

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[FangYifan's solution](#)

605.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

606.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[FangYifan's solution](#)

607.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[FangYifan's solution](#)

608.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms
[FangYifan's solution](#)

609.

1894C

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

Rating: 1400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[FangYifan's solution](#)

610.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy
[FangYifan's solution](#)

611.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[FangYifan's solution](#)

612.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[FangYifan's solution](#)

613.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[FangYifan's solution](#)

614.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[FangYifan's solution](#)

615.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[FangYifan's solution](#)

616.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[FangYifan's solution](#)

617.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[FangYifan's solution](#)

618.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

619.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[FangYifan's solution](#)

620.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FangYifan's solution](#)

621.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[FangYifan's solution](#)

622.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[FangYifan's solution](#)

623.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[FangYifan's solution](#)

624.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[FangYifan's solution](#)

625.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-09 · last AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[FangYifan's solution](#)

626.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[FangYifan's solution](#)

627.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[FangYifan's solution](#)

628.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FangYifan's solution](#)

629.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[FangYifan's solution](#)

630.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

631.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[FangYifan's solution](#)

632.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[FangYifan's solution](#)

633.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[FangYifan's solution](#)

634.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FangYifan's solution](#)

635.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[FangYifan's solution](#)

636.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[FangYifan's solution](#)

637.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[FangYifan's solution](#)

638.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[FangYifan's solution](#)

639.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[FangYifan's solution](#)

640.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FangYifan's solution](#)

641.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[FangYifan's solution](#)

642.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FangYifan's solution](#)

643.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[FangYifan's solution](#)

644.

2116C

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

Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[FangYifan's solution](#)

645.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[FangYifan's solution](#)

646.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[FangYifan's solution](#)

647.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FangYifan's solution](#)

648.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,828 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[FangYifan's solution](#)

649.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[FangYifan's solution](#)

650.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[FangYifan's solution](#)

651.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FangYifan's solution](#)

652.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[FangYifan's solution](#)

653.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[FangYifan's solution](#)

654.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[FangYifan's solution](#)

655.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[FangYifan's solution](#)

656.

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[FangYifan's solution](#)

657.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

658.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[FangYifan's solution](#)

659.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

660.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[FangYifan's solution](#)

661.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[FangYifan's solution](#)

662.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[FangYifan's solution](#)

663.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[FangYifan's solution](#)

664.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[FangYifan's solution](#)

665.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[FangYifan's solution](#)

666.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FangYifan's solution](#)

667.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[FangYifan's solution](#)

668.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[FangYifan's solution](#)

669.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[FangYifan's solution](#)

670.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-01-13 · last AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

671.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[FangYifan's solution](#)

672.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[FangYifan's solution](#)

673.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-26 · last AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[FangYifan's solution](#)

674.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[FangYifan's solution](#)

675.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[FangYifan's solution](#)

676.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[FangYifan's solution](#)

677.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[FangYifan's solution](#)

678.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

679.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FangYifan's solution](#)

680.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[FangYifan's solution](#)

681.

1754C2

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

Rating: 1500 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[FangYifan's solution](#)

682.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[FangYifan's solution](#)

683.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[FangYifan's solution](#)

684.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[FangYifan's solution](#)

685.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[FangYifan's solution](#)

686.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[FangYifan's solution](#)

687.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[FangYifan's solution](#)

688.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2022-05-19 · last AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[FangYifan's solution](#)

689.

1738C

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

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[FangYifan's solution](#)

690.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[FangYifan's solution](#)

691.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[FangYifan's solution](#)

692.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FangYifan's solution](#)

693.

1711C

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

Rating: 1500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FangYifan's solution](#)

694.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-07 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[FangYifan's solution](#)

695.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[FangYifan's solution](#)

696.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[FangYifan's solution](#)

697.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[FangYifan's solution](#)

698.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[FangYifan's solution](#)

699.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[FangYifan's solution](#)

700.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

701.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[FangYifan's solution](#)

702.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[FangYifan's solution](#)

703.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[FangYifan's solution](#)

704.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[FangYifan's solution](#)

705.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 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

[FangYifan's solution](#)

706.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[FangYifan's solution](#)

707.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[FangYifan's solution](#)

708.

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[FangYifan's solution](#)

709.

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

[FangYifan's solution](#)

710.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[FangYifan's solution](#)

711.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[FangYifan's solution](#)

712.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[FangYifan's solution](#)

713.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[FangYifan's solution](#)

714.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[FangYifan's solution](#)

715.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[FangYifan's solution](#)

716.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[FangYifan's solution](#)

717.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[FangYifan's solution](#)

718.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FangYifan's solution](#)

719.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[FangYifan's solution](#)

720.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[FangYifan's solution](#)

721.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

722.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[FangYifan's solution](#)

723.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

724.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FangYifan's solution](#)

725.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[FangYifan's solution](#)

726.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FangYifan's solution](#)

727.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FangYifan's solution](#)

728.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[FangYifan's solution](#)

729.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[FangYifan's solution](#)

730.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

731.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-13 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[FangYifan's solution](#)

732.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[FangYifan's solution](#)

733.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FangYifan's solution](#)

734.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[FangYifan's solution](#)

735.

1528A

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

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[FangYifan's solution](#)

736.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[FangYifan's solution](#)

737.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[FangYifan's solution](#)

738.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[FangYifan's solution](#)

739.

682C

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

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

740.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[FangYifan's solution](#)

741.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

742.

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[FangYifan's solution](#)

743.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[FangYifan's solution](#)

744.

1754D

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

Rating: 1600 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[FangYifan's solution](#)

745.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FangYifan's solution](#)

746.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-12 · last AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

747.

1741E

[Sending a Sequence Over the Network](#) · Tutorial

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FangYifan's solution](#)

748.

1677A

[Tokitsukaze and Strange Inequality](#) · Tutorial

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[FangYifan's solution](#)

749.

1714D

[Color with Occurrences](#) · Tutorial

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[FangYifan's solution](#)

750.

1698D

[Fixed Point Guessing](#) · Tutorial

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[FangYifan's solution](#)

751.

1730B

[Meeting on the Line](#) · Tutorial

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[FangYifan's solution](#)

752.

1722E

[Counting Rectangles](#) · Tutorial

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[FangYifan's solution](#)

753.

1708C

[Doremy's IQ](#) · Tutorial

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[FangYifan's solution](#)

754.

1703G

[Good Key, Bad Key](#) · Tutorial

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[FangYifan's solution](#)

755.

1702E

[Split Into Two Sets](#) · Tutorial

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[FangYifan's solution](#)

756.

1688D

[The Enchanted Forest](#) · Tutorial

Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[FangYifan's solution](#)

757.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[FangYifan's solution](#)

758.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[FangYifan's solution](#)

759.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[FangYifan's solution](#)

760.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[FangYifan's solution](#)

761.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[FangYifan's solution](#)

762.

2090D

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

Rating: 1700 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[FangYifan's solution](#)

763.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[FangYifan's solution](#)

764.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[FangYifan's solution](#)

765.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[FangYifan's solution](#)

766.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number

theory

[FangYifan's solution](#)

767.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-08 · last AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[FangYifan's solution](#)

768.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FangYifan's solution](#)

769.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[FangYifan's solution](#)

770.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[FangYifan's solution](#)

771.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[FangYifan's solution](#)

772.

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

[FangYifan's solution](#)

773.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-03-01 · last AC: 2024-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[FangYifan's solution](#)

774.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[FangYifan's solution](#)

775.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[FangYifan's solution](#)

776.

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · last AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[FangYifan's solution](#)

777.

1849D

[Array Painting · Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[FangYifan's solution](#)

778.

1901D

[Yet Another Monster Fight · Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[FangYifan's solution](#)

779.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FangYifan's solution](#)

780.

1992E

[Novice's Mistake · Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[FangYifan's solution](#)

781.

1982D

[Beauty of the mountains · Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[FangYifan's solution](#)

782.

1986E

[Beautiful Array · Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[FangYifan's solution](#)

783.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[FangYifan's solution](#)

784.

1973C

[Cat, Fox and Double Maximum · Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[FangYifan's solution](#)

785.

1969C

[Minimizing the Sum · Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[FangYifan's solution](#)

786.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[FangYifan's solution](#)

787.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[FangYifan's solution](#)

788.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[FangYifan's solution](#)

789.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[FangYifan's solution](#)

790.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[FangYifan's solution](#)

791.

1937C

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

Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[FangYifan's solution](#)

792.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[FangYifan's solution](#)

793.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[FangYifan's solution](#)

794.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[FangYifan's solution](#)

795.

1869D1

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

Rating: 1700 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[FangYifan's solution](#)

796.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[FangYifan's solution](#)

797.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

798.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[FangYifan's solution](#)

799.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FangYifan's solution](#)

800.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[FangYifan's solution](#)

801.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[FangYifan's solution](#)

802.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[FangYifan's solution](#)

803.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[FangYifan's solution](#)

804.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FangYifan's solution](#)

805.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[FangYifan's solution](#)

806.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FangYifan's solution](#)

807.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FangYifan's solution](#)

808.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

809.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[FangYifan's solution](#)

810.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[FangYifan's solution](#)

811.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

812.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[FangYifan's solution](#)

813.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[FangYifan's solution](#)

814.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · last AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[FangYifan's solution](#)

815.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-21 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[FangYifan's solution](#)

816.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[FangYifan's solution](#)

817.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[FangYifan's solution](#)

818.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

819.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[FangYifan's solution](#)

820.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[FangYifan's solution](#)

821.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[FangYifan's solution](#)

822.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · last AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[FangYifan's solution](#)

823.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[FangYifan's solution](#)

824.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[FangYifan's solution](#)

825.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[FangYifan's solution](#)

826.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[FangYifan's solution](#)

827.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[FangYifan's solution](#)

828.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[FangYifan's solution](#)

829.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[FangYifan's solution](#)

830.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[FangYifan's solution](#)

831.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[FangYifan's solution](#)

832.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[FangYifan's solution](#)

833.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[FangYifan's solution](#)

834.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[FangYifan's solution](#)

835.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[FangYifan's solution](#)

836.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-02-27 · last AC: 2024-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FangYifan's solution](#)

837.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

838.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[FangYifan's solution](#)

839.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[FangYifan's solution](#)

840.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-15 · last AC: 2024-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[FangYifan's solution](#)

841.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[FangYifan's solution](#)

842.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[FangYifan's solution](#)

843.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

844.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[FangYifan's solution](#)

845.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[FangYifan's solution](#)

846.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[FangYifan's solution](#)

847.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[FangYifan's solution](#)

848.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[FangYifan's solution](#)

849.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[FangYifan's solution](#)

850.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[FangYifan's solution](#)

851.

1966D

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

Rating: 1800 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FangYifan's solution](#)

852.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[FangYifan's solution](#)

853.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[FangYifan's solution](#)

854.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[FangYifan's solution](#)

855.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[FangYifan's solution](#)

856.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[FangYifan's solution](#)

857.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[FangYifan's solution](#)

858.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[FangYifan's solution](#)

859.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FangYifan's solution](#)

860.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,538 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[FangYifan's solution](#)

861.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[FangYifan's solution](#)

862.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[FangYifan's solution](#)

863.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[FangYifan's solution](#)

864.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-01 · last AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[FangYifan's solution](#)

865.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[FangYifan's solution](#)

866.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FangYifan's solution](#)

867.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[FangYifan's solution](#)

868.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · last AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

869.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[FangYifan's solution](#)

870.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[FangYifan's solution](#)

871.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2022-12-24 · last AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

872.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[FangYifan's solution](#)

873.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[FangYifan's solution](#)

874.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

875.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[FangYifan's solution](#)

876.

1083A

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

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[FangYifan's solution](#)

877.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

878.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

879.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

880.

1758D

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

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-30 · last AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[FangYifan's solution](#)

881.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-05 · last AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[FangYifan's solution](#)

882.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[FangYifan's solution](#)

883.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

884.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-29 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[FangYifan's solution](#)

885.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[FangYifan's solution](#)

886.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[FangYifan's solution](#)

887.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[FangYifan's solution](#)

888.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[FangYifan's solution](#)

889.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[FangYifan's solution](#)

890.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[FangYifan's solution](#)

891.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · last AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[FangYifan's solution](#)

892.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FangYifan's solution](#)

893.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FangYifan's solution](#)

894.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, dp, strings, trees, two pointers

[FangYifan's solution](#)

895.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FangYifan's solution](#)

896.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[FangYifan's solution](#)

897.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[FangYifan's solution](#)

898.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[FangYifan's solution](#)

899.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[FangYifan's solution](#)

900.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[FangYifan's solution](#)

901.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[FangYifan's solution](#)

902.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-13 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[FangYifan's solution](#)

903.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[FangYifan's solution](#)

904.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · last AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[FangYifan's solution](#)

905.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FangYifan's solution](#)

906.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[FangYifan's solution](#)

907.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[FangYifan's solution](#)

908.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[FangYifan's solution](#)

909.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[FangYifan's solution](#)

910.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2025-01-23 · last AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[FangYifan's solution](#)

911.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[FangYifan's solution](#)

912.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[FangYifan's solution](#)

913.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[FangYifan's solution](#)

914.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[FangYifan's solution](#)

915.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[FangYifan's solution](#)

916.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

917.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[FangYifan's solution](#)

918.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[FangYifan's solution](#)

919.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-10-05 · last AC: 2024-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[FangYifan's solution](#)

920.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[FangYifan's solution](#)

921.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[FangYifan's solution](#)

922.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[FangYifan's solution](#)

923.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[FangYifan's solution](#)

924.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[FangYifan's solution](#)

925.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[FangYifan's solution](#)

926.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
[FangYifan's solution](#)

927.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[FangYifan's solution](#)

928.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[FangYifan's solution](#)

929.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[FangYifan's solution](#)

930.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[FangYifan's solution](#)

931.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[FangYifan's solution](#)

932.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[FangYifan's solution](#)

933.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[FangYifan's solution](#)

934.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[FangYifan's solution](#)

935.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[FangYifan's solution](#)

936.

1986F

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

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[FangYifan's solution](#)

937.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-29 · last AC: 2024-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[FangYifan's solution](#)

938.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[FangYifan's solution](#)

939.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-12-27 · last AC: 2024-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[FangYifan's solution](#)

940.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[FangYifan's solution](#)

941.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[FangYifan's solution](#)

942.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[FangYifan's solution](#)

943.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2022-10-20 · last AC: 2024-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

math, number theory

[FangYifan's solution](#)

944.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[FangYifan's solution](#)

945.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[FangYifan's solution](#)

946.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[FangYifan's solution](#)

947.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[FangYifan's solution](#)

948.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[FangYifan's solution](#)

949.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[FangYifan's solution](#)

950.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[FangYifan's solution](#)

951.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FangYifan's solution](#)

952.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[FangYifan's solution](#)

953.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation, sortings

[FangYifan's solution](#)

954.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[FangYifan's solution](#)

955.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[FangYifan's solution](#)

956.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[FangYifan's solution](#)

957.

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FangYifan's solution](#)

958.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[FangYifan's solution](#)

959.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[FangYifan's solution](#)

960.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FangYifan's solution](#)

961.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[FangYifan's solution](#)

962.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[FangYifan's solution](#)

963.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[FangYifan's solution](#)

964.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[FangYifan's solution](#)

965.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[FangYifan's solution](#)

966.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[FangYifan's solution](#)

967.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[FangYifan's solution](#)

968.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[FangYifan's solution](#)

969.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[FangYifan's solution](#)

970.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[FangYifan's solution](#)

971.

1153D

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

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

972.

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

973.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[FangYifan's solution](#)

974.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[FangYifan's solution](#)

975.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, trees

[FangYifan's solution](#)

976.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[FangYifan's solution](#)

977.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-23 · last AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[FangYifan's solution](#)

978.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-31 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[FangYifan's solution](#)

979.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[FangYifan's solution](#)

980.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · last AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[FangYifan's solution](#)

981.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[FangYifan's solution](#)

982.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[FangYifan's solution](#)

983.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[FangYifan's solution](#)

984.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[FangYifan's solution](#)

985.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[FangYifan's solution](#)

986.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[FangYifan's solution](#)

987.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FangYifan's solution](#)

988.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[FangYifan's solution](#)

989.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[FangYifan's solution](#)

990.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[FangYifan's solution](#)

991.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[FangYifan's solution](#)

992.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[FangYifan's solution](#)

993.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[FangYifan's solution](#)

994.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-03-15 · last AC: 2025-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[FangYifan's solution](#)

995.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[FangYifan's solution](#)

996.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[FangYifan's solution](#)

997.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[FangYifan's solution](#)

998.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FangYifan's solution](#)

999.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[FangYifan's solution](#)

1000.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[FangYifan's solution](#)

1001.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FangYifan's solution](#)

1002.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-03-17 · last AC: 2024-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FangYifan's solution](#)

1003.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[FangYifan's solution](#)

1004.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[FangYifan's solution](#)

1005.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-07 · last AC: 2024-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FangYifan's solution](#)

1006.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[FangYifan's solution](#)

1007.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[FangYifan's solution](#)

1008.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FangYifan's solution](#)

1009.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[FangYifan's solution](#)

1010.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[FangYifan's solution](#)

1011.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FangYifan's solution](#)

1012.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[FangYifan's solution](#)

1013.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FangYifan's solution](#)

1014.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2023-04-02 · last AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[FangYifan's solution](#)

1015.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[FangYifan's solution](#)

1016.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[FangYifan's solution](#)

1017.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[FangYifan's solution](#)

1018.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[FangYifan's solution](#)

1019.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[FangYifan's solution](#)

1020.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

1021.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[FangYifan's solution](#)

1022.

1944D

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

Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[FangYifan's solution](#)

1023.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[FangYifan's solution](#)

1024.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[FangYifan's solution](#)

1025.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-13 · last AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[FangYifan's solution](#)

1026.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[FangYifan's solution](#)

1027.

1894E

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

Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[FangYifan's solution](#)

1028.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[FangYifan's solution](#)

1029.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FangYifan's solution](#)

1030.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2022-12-21 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[FangYifan's solution](#)

1031.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[FangYifan's solution](#)

1032.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[FangYifan's solution](#)

1033.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[FangYifan's solution](#)

1034.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[FangYifan's solution](#)

1035.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[FangYifan's solution](#)

1036.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[FangYifan's solution](#)

1037.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[FangYifan's solution](#)

1038.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[FangYifan's solution](#)

1039.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2023-01-02 · last AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[FangYifan's solution](#)

1040.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[FangYifan's solution](#)

1041.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

1042.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

1043.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[FangYifan's solution](#)

1044.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[FangYifan's solution](#)

1045.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

1046.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[FangYifan's solution](#)

1047.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

1048.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

1049.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[FangYifan's solution](#)

1050.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[FangYifan's solution](#)

1051.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, trees

[FangYifan's solution](#)

1052.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[FangYifan's solution](#)

1053.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[FangYifan's solution](#)

1054.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

1055.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[FangYifan's solution](#)

1056.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-20 · last AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[FangYifan's solution](#)

1057.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2022-08-12 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[FangYifan's solution](#)

1058.

1741F

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

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[FangYifan's solution](#)

1059.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FangYifan's solution](#)

1060.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

1061.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[FangYifan's solution](#)

1062.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[FangYifan's solution](#)

1063.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[FangYifan's solution](#)

1064.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[FangYifan's solution](#)

1065.

2116D

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

Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[FangYifan's solution](#)

1066.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2023-01-26 · last AC: 2025-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[FangYifan's solution](#)

1067.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[FangYifan's solution](#)

1068.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FangYifan's solution](#)

1069.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[FangYifan's solution](#)

1070.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[FangYifan's solution](#)

1071.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[FangYifan's solution](#)

1072.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[FangYifan's solution](#)

1073.

609E

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

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[FangYifan's solution](#)

1074.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[FangYifan's solution](#)

1075.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[FangYifan's solution](#)

1076.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FangYifan's solution](#)

1077.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[FangYifan's solution](#)

1078.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2025-01-22 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[FangYifan's solution](#)

1079.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[FangYifan's solution](#)

1080.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FangYifan's solution](#)

1081.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FangYifan's solution](#)

1082.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[FangYifan's solution](#)

1083.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[FangYifan's solution](#)

1084.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

1085.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[FangYifan's solution](#)

1086.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[FangYifan's solution](#)

1087.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[FangYifan's solution](#)

1088.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[FangYifan's solution](#)

1089.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, trees, two pointers

[FangYifan's solution](#)

1090.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math,

ternary search

[FangYifan's solution](#)

1091.

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[FangYifan's solution](#)

1092.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[FangYifan's solution](#)

1093.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[FangYifan's solution](#)

1094.

1868B2

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

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[FangYifan's solution](#)

1095.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[FangYifan's solution](#)

1096.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[FangYifan's solution](#)

1097.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[FangYifan's solution](#)

1098.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[FangYifan's solution](#)

1099.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[FangYifan's solution](#)

1100.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2025-01-11 · last AC: 2025-01-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[FangYifan's solution](#)

1101.

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[FangYifan's solution](#)

1102.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[FangYifan's solution](#)

1103.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[FangYifan's solution](#)

1104.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[FangYifan's solution](#)

1105.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1106.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[FangYifan's solution](#)

1107.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FangYifan's solution](#)

1108.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[FangYifan's solution](#)

1109.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[FangYifan's solution](#)

1110.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-01-08 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[FangYifan's solution](#)

1111.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[FangYifan's solution](#)

1112.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-01-06 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FangYifan's solution](#)

1113.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[FangYifan's solution](#)

1114.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[FangYifan's solution](#)

1115.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[FangYifan's solution](#)

1116.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[FangYifan's solution](#)

1117.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[FangYifan's solution](#)

1118.

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[FangYifan's solution](#)

1119.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FangYifan's solution](#)

1120.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[FangYifan's solution](#)

1121.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[FangYifan's solution](#)

1122.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[FangYifan's solution](#)

1123.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[FangYifan's solution](#)

1124.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[FangYifan's solution](#)

1125.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[FangYifan's solution](#)

1126.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[FangYifan's solution](#)

1127.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FangYifan's solution](#)

1128.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[FangYifan's solution](#)

1129.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[FangYifan's solution](#)

1130.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[FangYifan's solution](#)

1131.

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[FangYifan's solution](#)

1132.

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[FangYifan's solution](#)

1133.

1203F1

[Complete the Projects \(easy version\) · Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[FangYifan's solution](#)

1134.

1971H

[±1 · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-06-14 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[FangYifan's solution](#)

1135.

1975E

[Chain Queries · Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[FangYifan's solution](#)

1136.

1948E

[Clique Partition · Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[FangYifan's solution](#)

1137.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[FangYifan's solution](#)

1138.

1933F

[Turtle Mission: Robot and the Earthquake · Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[FangYifan's solution](#)

1139.

1934D1

[XOR Break --- Solo Version · Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks,

constructive algorithms, greedy

[FangYifan's solution](#)

1140.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-30 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[FangYifan's solution](#)

1141.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[FangYifan's solution](#)

1142.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[FangYifan's solution](#)

1143.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[FangYifan's solution](#)

1144.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[FangYifan's solution](#)

1145.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-29 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[FangYifan's solution](#)

1146.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[FangYifan's solution](#)

1147.

77C

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

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2022-12-23 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[FangYifan's solution](#)

1148.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FangYifan's solution](#)

1149.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[FangYifan's solution](#)

1150.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[FangYifan's solution](#)

1151.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[FangYifan's solution](#)

1152.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[FangYifan's solution](#)

1153.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[FangYifan's solution](#)

1154.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[FangYifan's solution](#)

1155.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[FangYifan's solution](#)

1156.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[FangYifan's solution](#)

1157.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

1158.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[FangYifan's solution](#)

1159.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[FangYifan's solution](#)

1160.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[FangYifan's solution](#)

1161.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[FangYifan's solution](#)

1162.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[FangYifan's solution](#)

1163.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[FangYifan's solution](#)

1164.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[FangYifan's solution](#)

1165.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[FangYifan's solution](#)

1166.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[FangYifan's solution](#)

1167.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[FangYifan's solution](#)

1168.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2025-02-20 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[FangYifan's solution](#)

1169.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[FangYifan's solution](#)

1170.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[FangYifan's solution](#)

1171.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[FangYifan's solution](#)

1172.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-02-17 · last AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[FangYifan's solution](#)

1173.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-02-15 · last AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[FangYifan's solution](#)

1174.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[FangYifan's solution](#)

1175.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[FangYifan's solution](#)

1176.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[FangYifan's solution](#)

1177.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[FangYifan's solution](#)

1178.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[FangYifan's solution](#)

1179.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[FangYifan's solution](#)

1180.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[FangYifan's solution](#)

1181.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[FangYifan's solution](#)

1182.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[FangYifan's solution](#)

1183.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[FangYifan's solution](#)

1184.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[FangYifan's solution](#)

1185.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[FangYifan's solution](#)

1186.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[FangYifan's solution](#)

1187.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[FangYifan's solution](#)

1188.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FangYifan's solution](#)

1189.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[FangYifan's solution](#)

1190.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[FangYifan's solution](#)

1191.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[FangYifan's solution](#)

1192.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[FangYifan's solution](#)

1193.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[FangYifan's solution](#)

1194.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[FangYifan's solution](#)

1195.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[FangYifan's solution](#)

1196.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · last AC: 2024-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[FangYifan's solution](#)

1197.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[FangYifan's solution](#)

1198.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[FangYifan's solution](#)

1199.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[FangYifan's solution](#)

1200.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[FangYifan's solution](#)

1201.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[FangYifan's solution](#)

1202.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FangYifan's solution](#)

1203.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[FangYifan's solution](#)

1204.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[FangYifan's solution](#)

1205.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[FangYifan's solution](#)

1206.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[FangYifan's solution](#)

1207.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-08-06 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar,

dp, graphs, greedy, sortings, trees

[FangYifan's solution](#)

1208.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[FangYifan's solution](#)

1209.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[FangYifan's solution](#)

1210.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[FangYifan's solution](#)

1211.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[FangYifan's solution](#)

1212.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-04-03 · last AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[FangYifan's solution](#)

1213.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[FangYifan's solution](#)

1214.

1972D2

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

Rating: 2200 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FangYifan's solution](#)

1215.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-14 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[FangYifan's solution](#)

1216.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[FangYifan's solution](#)

1217.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FangYifan's solution](#)

1218.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[FangYifan's solution](#)

1219.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[FangYifan's solution](#)

1220.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[FangYifan's solution](#)

1221.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[FangYifan's solution](#)

1222.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[FangYifan's solution](#)

1223.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FangYifan's solution](#)

1224.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-10 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[FangYifan's solution](#)

1225.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-17 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[FangYifan's solution](#)

1226.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[FangYifan's solution](#)

1227.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[FangYifan's solution](#)

1228.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FangYifan's solution](#)

1229.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[FangYifan's solution](#)

1230.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[FangYifan's solution](#)

1231.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[FangYifan's solution](#)

1232.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[FangYifan's solution](#)

1233.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[FangYifan's solution](#)

1234.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[FangYifan's solution](#)

1235.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[FangYifan's solution](#)

1236.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[FangYifan's solution](#)

1237.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[FangYifan's solution](#)

1238.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[FangYifan's solution](#)

1239.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[FangYifan's solution](#)

1240.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[FangYifan's solution](#)

1241.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[FangYifan's solution](#)

1242.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[FangYifan's solution](#)

1243.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-13 · last AC: 2024-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[FangYifan's solution](#)

1244.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[FangYifan's solution](#)

1245.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[FangYifan's solution](#)

1246.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[FangYifan's solution](#)

1247.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[FangYifan's solution](#)

1248.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[FangYifan's solution](#)

1249.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

1250.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[FangYifan's solution](#)

1251.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-07-12 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing

[FangYifan's solution](#)

1252.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[FangYifan's solution](#)

1253.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[FangYifan's solution](#)

1254.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[FangYifan's solution](#)

1255.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-04-03 · last AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[FangYifan's solution](#)

1256.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-24 · last AC: 2024-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data

structures, dfs and similar, dp, trees, two pointers

[FangYifan's solution](#)

1257.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[FangYifan's solution](#)

1258.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[FangYifan's solution](#)

1259.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[FangYifan's solution](#)

1260.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[FangYifan's solution](#)

1261.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[FangYifan's solution](#)

1262.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[FangYifan's solution](#)

1263.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[FangYifan's solution](#)

1264.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-10-21 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[FangYifan's solution](#)

1265.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[FangYifan's solution](#)

1266.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[FangYifan's solution](#)

1267.

1706E

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

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-09-04 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[FangYifan's solution](#)

1268.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[FangYifan's solution](#)

1269.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-17 · last AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[FangYifan's solution](#)

1270.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 2300 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[FangYifan's solution](#)

1271.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[FangYifan's solution](#)

1272.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[FangYifan's solution](#)

1273.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[FangYifan's solution](#)

1274.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[FangYifan's solution](#)

1275.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[FangYifan's solution](#)

1276.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[FangYifan's solution](#)

1277.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[FangYifan's solution](#)

1278.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-06-06 · last AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[FangYifan's solution](#)

1279.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[FangYifan's solution](#)

1280.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[FangYifan's solution](#)

1281.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[FangYifan's solution](#)

1282.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[FangYifan's solution](#)

1283.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[FangYifan's solution](#)

1284.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[FangYifan's solution](#)

1285.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[FangYifan's solution](#)

1286.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[FangYifan's solution](#)

1287.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[FangYifan's solution](#)

1288.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[FangYifan's solution](#)

1289.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[FangYifan's solution](#)

1290.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[FangYifan's solution](#)

1291.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-10-10 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[FangYifan's solution](#)

1292.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[FangYifan's solution](#)

1293.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FangYifan's solution](#)

1294.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[FangYifan's solution](#)

1295.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-12 · last AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[FangYifan's solution](#)

1296.

1720D2

[Xor-Subsequence \(hard version\) · Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[FangYifan's solution](#)

1297.

1969E

[Unique Array · Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[FangYifan's solution](#)

1298.

1709E

[XOR Tree · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-02 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[FangYifan's solution](#)

1299.

1984E

[Shuffle · Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[FangYifan's solution](#)

1300.

1981D

[Turtle and Multiplication · Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[FangYifan's solution](#)

1301.

1979E

[Manhattan Triangle · Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[FangYifan's solution](#)

1302.

1957E

[Carousel of Combinations · Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[FangYifan's solution](#)

1303.

733E

[Sleep in Class · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[FangYifan's solution](#)

1304.

1934D2

[XOR Break --- Game Version · Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[FangYifan's solution](#)

1305.

1905E

[One-X · Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[FangYifan's solution](#)

1306.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[FangYifan's solution](#)

1307.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-04-03 · last AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[FangYifan's solution](#)

1308.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-08 · last AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[FangYifan's solution](#)

1309.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[FangYifan's solution](#)

1310.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[FangYifan's solution](#)

1311.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[FangYifan's solution](#)

1312.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-22 · last AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[FangYifan's solution](#)

1313.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[FangYifan's solution](#)

1314.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-05 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[FangYifan's solution](#)

1315.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-07-27 · last AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[FangYifan's solution](#)

1316.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[FangYifan's solution](#)

1317.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[FangYifan's solution](#)

1318.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[FangYifan's solution](#)

1319.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-12-28 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[FangYifan's solution](#)

1320.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[FangYifan's solution](#)

1321.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[FangYifan's solution](#)

1322.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[FangYifan's solution](#)

1323.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[FangYifan's solution](#)

1324.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[FangYifan's solution](#)

1325.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[FangYifan's solution](#)

1326.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[FangYifan's solution](#)

1327.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[FangYifan's solution](#)

1328.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-12-11 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[FangYifan's solution](#)

1329.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[FangYifan's solution](#)

1330.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[FangYifan's solution](#)

1331.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[FangYifan's solution](#)

1332.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[FangYifan's solution](#)

1333.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[FangYifan's solution](#)

1334.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[FangYifan's solution](#)

1335.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[FangYifan's solution](#)

1336.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2024-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[FangYifan's solution](#)

1337.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[FangYifan's solution](#)

1338.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[FangYifan's solution](#)

1339.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[FangYifan's solution](#)

1340.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-01-28 · last AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[FangYifan's solution](#)

1341.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[FangYifan's solution](#)

1342.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[FangYifan's solution](#)

1343.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[FangYifan's solution](#)

1344.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[FangYifan's solution](#)

1345.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[FangYifan's solution](#)

1346.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[FangYifan's solution](#)

1347.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[FangYifan's solution](#)

1348.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[FangYifan's solution](#)

1349.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[FangYifan's solution](#)

1350.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[FangYifan's solution](#)

1351.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FangYifan's solution](#)

1352.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[FangYifan's solution](#)

1353.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2022-10-10 · last AC: 2024-08-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[FangYifan's solution](#)

1354.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[FangYifan's solution](#)

1355.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[FangYifan's solution](#)

1356.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[FangYifan's solution](#)

1357.

896C

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

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[FangYifan's solution](#)

1358.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[FangYifan's solution](#)

1359.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[FangYifan's solution](#)

1360.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[FangYifan's solution](#)

1361.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[FangYifan's solution](#)

1362.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[FangYifan's solution](#)

1363.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[FangYifan's solution](#)

1364.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[FangYifan's solution](#)

1365.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[FangYifan's solution](#)

1366.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[FangYifan's solution](#)

1367.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[FangYifan's solution](#)

1368.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-03-17 · last AC: 2024-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FangYifan's solution](#)

1369.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[FangYifan's solution](#)

1370.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[FangYifan's solution](#)

1371.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[FangYifan's solution](#)

1372.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2022-09-09 · last AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[FangYifan's solution](#)

1373.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dfs and similar, graphs, implementation, trees

[FangYifan's solution](#)

1374.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[FangYifan's solution](#)

1375.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

[FangYifan's solution](#)

1376.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[FangYifan's solution](#)

1377.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[FangYifan's solution](#)

1378.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[FangYifan's solution](#)

1379.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2022-12-14 · last AC: 2024-07-15 · C++17 (GCC 9-64) (first AC) · Tags: strings

[FangYifan's solution](#)

1380.

932G

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

Quality: 1,183 global accepts · Rating: 2900 · first AC: 2022-12-13 · last AC: 2024-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[FangYifan's solution](#)

1381.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[FangYifan's solution](#)

1382.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[FangYifan's solution](#)

1383.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[FangYifan's solution](#)

1384.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[FangYifan's solution](#)

1385.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2023-02-13 · last AC: 2024-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[FangYifan's solution](#)

1386.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[FangYifan's solution](#)

1387.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[FangYifan's solution](#)

1388.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2025-02-06 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[FangYifan's solution](#)

1389.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[FangYifan's solution](#)

1390.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FangYifan's solution](#)

1391.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1392.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · last AC: 2025-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1393.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1394.

105336D

• [xTb%l5x Vh](#)

Rating: — · first AC: 2024-09-10 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1395.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FangYifan's solution](#)

1396.

105386F

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

Rating: — · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FangYifan's solution](#)

1397.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FangYifan's solution](#)

1398.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · last AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1399.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FangYifan's solution](#)

1400.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1401.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1402.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1403.

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · last AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1404.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1405.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · last AC: 2024-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1406.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · last AC: 2024-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1407.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1408.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1409.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1410.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1411.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1412.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1413.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1414.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1415.

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1416.

105434G

[Mobiuspv, Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1417.

105434D

[EjyHNaF](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1418.

105434C

[LCT · Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1419.

104076C

[DFS Order 2 · Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1420.

105385D

[Hero of the Kingdom · Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1421.

105385J

[Colorful Spanning Tree · Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1422.

105385C

[Colorful Segments 2 · Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1423.

105385H

[Stop the Castle · Tutorial](#)

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1424.

105385K

[Matrix · Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1425.

105385F

[Divide the Sequence · Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1426.

105385A

[Printer · Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1427.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1428.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1429.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1430.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1431.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1432.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1433.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1434.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1435.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1436.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1437.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1438.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1439.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1440.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1441.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1442.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1443.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1444.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1445.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1446.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1447.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1448.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1449.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1450.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · last AC: 2024-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1451.

104090A

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

Rating: — · first AC: 2022-12-16 · last AC: 2024-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1452.

104090I

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

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1453.

104090G

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

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1454.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1455.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1456.

105257D

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

Rating: — · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1457.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1458.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · last AC: 2024-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1459.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1460.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · last AC: 2024-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1461.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1462.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1463.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · last AC: 2024-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1464.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1465.

105336G

[uTÁnglQm](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1466.

105336I

[b-TlgNl](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1467.

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1468.

105336E

[-gacQz](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1469.

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1470.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1471.

104787D

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

Rating: — · first AC: 2024-05-23 · last AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1472.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · last AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1473.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1474.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1475.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1476.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1477.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1478.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1479.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1480.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1481.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1482.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1483.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1484.

104869B

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

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1485.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · last AC: 2024-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1486.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · last AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1487.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1488.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1489.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1490.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1491.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1492.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2024-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1493.

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1494.

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · last AC: 2024-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1495.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · last AC: 2024-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1496.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · last AC: 2024-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1497.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1498.

104081K

[S-Factor](#)

Rating: — · first AC: 2023-03-28 · last AC: 2024-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1499.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · last AC: 2024-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1500.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1501.

104172L

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

Rating: — · first AC: 2023-02-07 · last AC: 2024-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1502.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · last AC: 2024-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1503.

104363L

[Subxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · last AC: 2024-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1504.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1505.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1506.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1507.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2024-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1508.

105112H

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

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1509.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1510.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1511.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1512.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1513.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1514.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1515.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1516.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1517.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1518.

105257B

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

Rating: — · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1519.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1520.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1521.

105257G

[Disappearing Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1522.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FangYifan's solution](#)

1523.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1524.

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1525.

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1526.

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1527.

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1528.

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1529.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1530.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1531.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1532.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1533.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2024-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1534.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1535.

105231E

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

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1536.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1537.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1538.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1539.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1540.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1541.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1542.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1543.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1544.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1545.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · last AC: 2024-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1546.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1547.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1548.

105229L

[bīcǒu wǎ](#)

Rating: — · first AC: 2024-07-02 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1549.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1550.

105229F

[Tǒng yī yǎ](#)

Rating: — · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1551.

105229D

[Tǒng yī wǎ](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1552.

105229K

[eǎo qǐ bǎo](#)

Rating: — · first AC: 2024-07-02 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1553.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1554.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1555.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1556.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1557.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1558.

105229G

[Cǎn fǎ](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1559.

105229M

[NTQb4Y](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1560.

105229A

[eãÛpQl-Üetp'h h~βçj](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1561.

105229J

[g•tETrp^•R](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1562.

105229E

[eãÛpQlNöeå](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1563.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · last AC: 2024-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1564.

104081B

[•ûeT•SriH](#)

Rating: — · first AC: 2023-03-30 · last AC: 2024-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1565.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2024-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1566.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2024-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1567.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · last AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1568.

104090M

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

Rating: — · first AC: 2023-04-16 · last AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1569.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2024-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1570.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · last AC: 2024-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1571.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[FangYifan's solution](#)

1572.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · last AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1573.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · last AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1574.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1575.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1576.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · last AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1577.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1578.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1579.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1580.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1581.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1582.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1583.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1584.

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1585.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · last AC: 2024-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1586.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1587.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1588.

104857F

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

Rating: — · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1589.

104768C

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

Rating: — · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1590.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · last AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1591.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1592.

103119L

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

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[FangYifan's solution](#)

1593.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1594.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1595.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1596.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1597.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1598.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1599.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1600.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1601.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1602.

103409D

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1603.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1604.

103409G

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1605.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1606.

103409A

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1607.

103447B

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

Rating: — · first AC: 2023-10-25 · last AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1608.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1609.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1610.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1611.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1612.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1613.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1614.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1615.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1616.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1617.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1618.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · last AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1619.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1620.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1621.

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1622.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1623.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1624.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1625.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1626.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · last AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1627.

104354A

[\Asmin813SW](#)

Rating: — · first AC: 2023-05-11 · last AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1628.

104354C

[Toxel N Tutgripu b Vh](#)

Rating: — · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1629.

104354K

[c Ritrilep](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1630.

104354E

[we+5n8b](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1631.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1632.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1633.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1634.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1635.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[FangYifan's solution](#)

1636.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1637.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1638.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1639.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1640.

103486B

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

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1641.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1642.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1643.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1644.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · last AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1645.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1646.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1647.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1648.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1649.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1650.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1651.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1652.

104081F

[OMD! - CE](#)

Rating: — · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1653.

104081H

[DeterNKeA](#)

Rating: — · first AC: 2023-03-28 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1654.

104081A

[Qierja](#)

Rating: — · first AC: 2023-03-28 · last AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1655.

104081L

[Ivqha](#)

Rating: — · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1656.

104081I

[Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1657.

104081G

[TubSa](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1658.

104081E

[wafaf](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1659.

104081C

[mKujial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1660.

103941B

[Hash](#) · Tutorial

Rating: — · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1661.

103941A

[Mocha N Tusi](#)

Rating: — · first AC: 2023-03-17 · last AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1662.

103941J

[Mex Tree](#) · Tutorial

Rating: — · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1663.

103941H

[eTutal](#)

Rating: — · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1664.

103941G

[Mocha N Tusi](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1665.

103941F

[-AETONKTCE](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1666.

103941E

[Serval v. OoSa](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1667.

104095B

[^Tubel>](#)

Rating: — · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1668.

104095E

[SNetoval](#)

Rating: — · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1669.

104095C

[Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1670.

104095I

[Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1671.

104095A

[Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1672.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1673.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1674.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1675.

104095J

[Tutorial](#)

Rating: — · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1676.

103729J

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

Rating: — · first AC: 2022-10-08 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1677.

104095K

[Tutorial](#)

Rating: — · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1678.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · last AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1679.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1680.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1681.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1682.

undefined261

[Discrete Roots](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · last AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: *special

[FangYifan's solution](#)

1683.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1684.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1685.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · last AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1686.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1687.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1688.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1689.

103446D

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

Rating: — · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1690.

103389B

[e;Toria](#)

Rating: — · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1691.

103931E

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

Rating: — · first AC: 2022-10-06 · last AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1692.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1693.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1694.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1695.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1696.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1697.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1698.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1699.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1700.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1701.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1702.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1703.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1704.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1705.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · last AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1706.

104008C

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

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1707.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1708.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1709.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · last AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1710.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1711.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1712.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1713.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1714.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1715.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1716.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1717.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1718.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1719.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1720.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1721.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1722.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1723.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1724.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[FangYifan's solution](#)

1725.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · last AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1726.

103729B

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

Rating: — · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1727.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FangYifan's solution](#)

1728.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)

1729.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[FangYifan's solution](#)