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Unique solved — Guoyh

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

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Filters: none

Count: 683

1.

2192A

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Quality: 17,921 global accepts · Rating: 800 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: brute force, strings

[Guoyh's solution](#)

2.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,869 global accepts · Rating: 800 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

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3.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,122 global accepts · Rating: 800 · first AC: 2026-02-05 · Rust 2024 (first AC) · Tags: greedy

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4.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,666 global accepts · Rating: 800 · first AC: 2026-02-05 · Rust 2024 (first AC) · Tags: brute force, math

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5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,738 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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6.

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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7.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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8.

1987A

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9.

1975A

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

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10.

1930A

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

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11.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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12.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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13.

1896A

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14.

1898A

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15.

1863A

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16.

1864A

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17.

1842A

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18.

1787A

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19.

1779A

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20.

1774A

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Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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21.

1761A

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22.

1750B

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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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23.

1750A

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24.

1746B

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25.

1746A

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26.

1738A

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27.

1696A

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28.

1656A

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29.

1615A

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30.

1194A

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31.

1523A

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32.

1517A

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33.

1499A

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34.

1391B

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35.

1391A

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36.

1473A

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37.

1487A

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38.

1450A

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39.

1408A

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40.

1167A

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41.

1096A

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42.

1093A

[Dice Rolling](#) · [Tutorial](#)

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43.

1065A

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44.

1400A

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45.

1393A

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46.

1382A

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47.

1372A

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48.

1009A

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49.

1358A

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50.

1337A

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51.

1301A

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[Guoyh's solution](#)

52.

1300A

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53.

1234A

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54.

1228A

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55.

1220A

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[Guoyh's solution](#)

56.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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57.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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58.

1896B

[AB Flipping](#) · [Tutorial](#)

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59.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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60.

1779B

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61.

1696B

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62.

1609A

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63.

1197A

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64.

1187A

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65.

1471A

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66.

1467A

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67.

1175A

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68.

1132B

[Discounts](#) · [Tutorial](#)

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69.

1107A

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Quality: 12,773 global accepts · Rating: 900 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: greedy, strings

[Guoyh's solution](#)

70.

1093B

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71.

1016A

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72.

1341A

[Nastya and Rice](#) · [Tutorial](#)

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73.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

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74.

1291A

[Even But Not Even](#) · [Tutorial](#)

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[Guoyh's solution](#)

75.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

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76.

1279A

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77.

2192B

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Quality: 14,559 global accepts · Rating: 1000 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: constructive algorithms, strings

[Guoyh's solution](#)

78.

2193C

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Quality: 28,725 global accepts · Rating: 1000 · first AC: 2026-02-05 · Rust 2024 (first AC) · Tags: data structures, greedy

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79.

1987B

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Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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80.

1975B

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Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

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81.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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82.

1916B

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83.

1876A

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84.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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85.

1499B

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86.

1473B

[String LCM](#) · [Tutorial](#)

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87.

1155A

[Reverse a Substring](#) · [Tutorial](#)

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[Guoyh's solution](#)

88.

1140A

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89.

1117B

[Emotes](#) · [Tutorial](#)

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90.

1107B

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91.

1101A

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92.

1073B

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[Guoyh's solution](#)

93.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: implementation, strings

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94.

1051B

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Quality: 18,811 global accepts · Rating: 1000 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: greedy, math, number theory

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95.

1036A

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96.

1027A

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Quality: 18,809 global accepts · Rating: 1000 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: implementation, strings

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97.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[Guoyh's solution](#)

98.

1342A

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Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

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99.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Guoyh's solution](#)

100.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

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101.

1265A

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Quality: 15,951 global accepts · Rating: 1000 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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102.

1245A

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Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

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103.

1234B1

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Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation

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104.

2197B

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105.

2193D

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Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-02-05 · Rust 2024 (first AC) · Tags: binary search, sortings, two pointers

[Guoyh's solution](#)

106.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Guoyh's solution](#)

107.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Guoyh's solution](#)

108.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Guoyh's solution](#)

109.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Guoyh's solution](#)

110.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Guoyh's solution](#)

111.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,545 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Guoyh's solution](#)

112.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,815 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Guoyh's solution](#)

113.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Guoyh's solution](#)

114.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Guoyh's solution](#)

115.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Guoyh's solution](#)

116.

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Guoyh's solution](#)

117.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[Guoyh's solution](#)

118.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: binary search, math

[Guoyh's solution](#)

119.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · last AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Guoyh's solution](#)

120.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

121.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: implementation, math

[Guoyh's solution](#)

122.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[Guoyh's solution](#)

123.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Guoyh's solution](#)

124.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,621 global accepts · Rating: 1100 · first AC: 2020-04-10 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Guoyh's solution](#)

125.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Guoyh's solution](#)

126.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: games, greedy, math

[Guoyh's solution](#)

127.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Guoyh's solution](#)

128.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Guoyh's solution](#)

129.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Guoyh's solution](#)

130.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Guoyh's solution](#)

131.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Guoyh's solution](#)

132.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Guoyh's solution](#)

133.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Guoyh's solution](#)

134.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Guoyh's solution](#)

135.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Guoyh's solution](#)

136.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[Guoyh's solution](#)

137.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,700 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[Guoyh's solution](#)

138.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Guoyh's solution](#)

139.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Guoyh's solution](#)

140.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: implementation, strings

[Guoyh's solution](#)

141.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: implementation, math

[Guoyh's solution](#)

142.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Guoyh's solution](#)

143.

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: greedy, strings

[Guoyh's solution](#)

144.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Guoyh's solution](#)

145.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: implementation, math

[Guoyh's solution](#)

146.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: implementation, math

[Guoyh's solution](#)

147.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1300 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: binary search, greedy, math

[Guoyh's solution](#)

148.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,208 global accepts · Rating: 1300 · first AC: 2026-02-05 · Rust 2024 (first AC) · Tags: dp, math, number theory, shortest paths

[Guoyh's solution](#)

149.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Guoyh's solution](#)

150.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[Guoyh's solution](#)

151.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Guoyh's solution](#)

152.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Guoyh's solution](#)

153.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Guoyh's solution](#)

154.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Guoyh's solution](#)

155.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Guoyh's solution](#)

156.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Guoyh's solution](#)

157.

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Guoyh's solution](#)

158.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Guoyh's solution](#)

159.

1603A

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

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

[Guoyh's solution](#)

160.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Guoyh's solution](#)

161.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Guoyh's solution](#)

162.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[Guoyh's solution](#)

163.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-08-28 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Guoyh's solution](#)

164.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2020-08-29 · last AC: 2021-07-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

165.

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Guoyh's solution](#)

166.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Guoyh's solution](#)

167.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: math, number theory

[Guoyh's solution](#)

168.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Guoyh's solution](#)

169.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[Guoyh's solution](#)

170.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: greedy

[Guoyh's solution](#)

171.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: binary search, math

[Guoyh's solution](#)

172.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Guoyh's solution](#)

173.

1382C1

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

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

[Guoyh's solution](#)

174.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Guoyh's solution](#)

175.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

176.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

177.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Guoyh's solution](#)

178.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Guoyh's solution](#)

179.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[Guoyh's solution](#)

180.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Guoyh's solution](#)

181.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Guoyh's solution](#)

182.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Guoyh's solution](#)

183.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Guoyh's solution](#)

184.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Guoyh's solution](#)

185.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Guoyh's solution](#)

186.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Guoyh's solution](#)

187.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Guoyh's solution](#)

188.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Guoyh's solution](#)

189.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Guoyh's solution](#)

190.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Guoyh's solution](#)

191.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Guoyh's solution](#)

192.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Guoyh's solution](#)

193.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Guoyh's solution](#)

194.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Guoyh's solution](#)

195.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: geometry

[Guoyh's solution](#)

196.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Guoyh's solution](#)

197.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

198.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Guoyh's solution](#)

199.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[Guoyh's solution](#)

200.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[Guoyh's solution](#)

201.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Guoyh's solution](#)

202.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[Guoyh's solution](#)

203.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Guoyh's solution](#)

204.

1738C

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

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[Guoyh's solution](#)

205.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Guoyh's solution](#)

206.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[Guoyh's solution](#)

207.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[Guoyh's solution](#)

208.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Guoyh's solution](#)

209.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Guoyh's solution](#)

210.

1487C

[Minimum Ties](#) · [Tutorial](#)

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

[Guoyh's solution](#)

211.

1408C

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

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

[Guoyh's solution](#)

212.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: implementation

[Guoyh's solution](#)

213.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,037 global accepts · Rating: 1500 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: sortings

[Guoyh's solution](#)

214.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Guoyh's solution](#)

215.

1400C

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

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

[Guoyh's solution](#)

216.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

217.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[Guoyh's solution](#)

218.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[Guoyh's solution](#)

219.

1265C

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

Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Guoyh's solution](#)

220.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: dp, implementation

[Guoyh's solution](#)

221.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation

[Guoyh's solution](#)

222.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 1600 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[Guoyh's solution](#)

223.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Guoyh's solution](#)

224.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

225.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Guoyh's solution](#)

226.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Guoyh's solution](#)

227.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Guoyh's solution](#)

228.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[Guoyh's solution](#)

229.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Guoyh's solution](#)

230.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Guoyh's solution](#)

231.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-10-02 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Guoyh's solution](#)

232.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2020-08-29 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy

[Guoyh's solution](#)

233.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-08-29 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[Guoyh's solution](#)

234.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2020-08-28 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Guoyh's solution](#)

235.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-08-27 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: greedy

[Guoyh's solution](#)

236.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Guoyh's solution](#)

237.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Guoyh's solution](#)

238.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Guoyh's solution](#)

239.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-08-30 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[Guoyh's solution](#)

240.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Guoyh's solution](#)

241.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[Guoyh's solution](#)

242.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: brute force, geometry

[Guoyh's solution](#)

243.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: greedy

[Guoyh's solution](#)

244.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: math

[Guoyh's solution](#)

245.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[Guoyh's solution](#)

246.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory

[Guoyh's solution](#)

247.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Guoyh's solution](#)

248.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Guoyh's solution](#)

249.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[Guoyh's solution](#)

250.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Guoyh's solution](#)

251.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1600 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures

[Guoyh's solution](#)

252.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Guoyh's solution](#)

253.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[Guoyh's solution](#)

254.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Guoyh's solution](#)

255.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Guoyh's solution](#)

256.

1930C

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

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

[Guoyh's solution](#)

257.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Guoyh's solution](#)

258.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Guoyh's solution](#)

259.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Guoyh's solution](#)

260.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Guoyh's solution](#)

261.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Guoyh's solution](#)

262.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Guoyh's solution](#)

263.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Guoyh's solution](#)

264.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Guoyh's solution](#)

265.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,573 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Guoyh's solution](#)

266.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[Guoyh's solution](#)

267.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Guoyh's solution](#)

268.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Guoyh's solution](#)

269.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

270.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[Guoyh's solution](#)

271.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Guoyh's solution](#)

272.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Guoyh's solution](#)

273.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,096 global accepts · Rating: 1700 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Guoyh's solution](#)

274.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2020-08-27 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Guoyh's solution](#)

275.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Guoyh's solution](#)

276.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Guoyh's solution](#)

277.

1400B

[RPG Protagonist](#) · [Tutorial](#)

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

[Guoyh's solution](#)

278.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Guoyh's solution](#)

279.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Guoyh's solution](#)

280.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Guoyh's solution](#)

281.

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Guoyh's solution](#)

282.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Guoyh's solution](#)

283.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Guoyh's solution](#)

284.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Guoyh's solution](#)

285.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Guoyh's solution](#)

286.

1295B

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

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

[Guoyh's solution](#)

287.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Guoyh's solution](#)

288.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[Guoyh's solution](#)

289.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Guoyh's solution](#)

290.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 1800 · first AC: 2026-02-21 · Rust 2024 (first AC) · Tags: dp, greedy, trees

[Guoyh's solution](#)

291.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Guoyh's solution](#)

292.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Guoyh's solution](#)

293.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Guoyh's solution](#)

294.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Guoyh's solution](#)

295.

1750D

[Count GCD · Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Guoyh's solution](#)

296.

1718A1

[Burenka and Traditions \(easy version\) · Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Guoyh's solution](#)

297.

1148D

[Dirty Deeds Done Dirt Cheap · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-10-02 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[Guoyh's solution](#)

298.

830A

[Office Keys · Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2020-09-29 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Guoyh's solution](#)

299.

1187C

[Vasya And Array · Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Guoyh's solution](#)

300.

1082D

[Maximum Diameter Graph · Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-08-29 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Guoyh's solution](#)

301.

1016D

[Vasya And The Matrix · Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2020-08-27 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[Guoyh's solution](#)

302.

1016C

[Vasya And The Mushrooms · Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-08-27 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Guoyh's solution](#)

303.

1517D

[Explorer Space · Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Guoyh's solution](#)

304.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Guoyh's solution](#)

305.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: implementation

[Guoyh's solution](#)

306.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2020-08-29 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Guoyh's solution](#)

307.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Guoyh's solution](#)

308.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Guoyh's solution](#)

309.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp

[Guoyh's solution](#)

310.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Guoyh's solution](#)

311.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Guoyh's solution](#)

312.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[Guoyh's solution](#)

313.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Guoyh's solution](#)

314.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: math, number theory

[Guoyh's solution](#)

315.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Guoyh's solution](#)

316.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Guoyh's solution](#)

317.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Guoyh's solution](#)

318.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

319.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Guoyh's solution](#)

320.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Guoyh's solution](#)

321.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Guoyh's solution](#)

322.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Guoyh's solution](#)

323.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Guoyh's solution](#)

324.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Guoyh's solution](#)

325.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[Guoyh's solution](#)

326.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[Guoyh's solution](#)

327.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[Guoyh's solution](#)

328.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[Guoyh's solution](#)

329.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Guoyh's solution](#)

330.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2020-08-30 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: binary search
[Guoyh's solution](#)

331.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2020-10-02 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: greedy, math
[Guoyh's solution](#)

332.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[Guoyh's solution](#)

333.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Guoyh's solution](#)

334.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,381 global accepts · Rating: 1900 · first AC: 2020-08-28 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Guoyh's solution](#)

335.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: dp

[Guoyh's solution](#)

336.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Guoyh's solution](#)

337.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Guoyh's solution](#)

338.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: games, greedy

[Guoyh's solution](#)

339.

1471D

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

Rating: 1900 · first AC: 2021-01-05 · last AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Guoyh's solution](#)

340.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Guoyh's solution](#)

341.

739B

[Aliona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Guoyh's solution](#)

342.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, trees

[Guoyh's solution](#)

343.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dp, strings

[Guoyh's solution](#)

344.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Guoyh's solution](#)

345.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp

[Guoyh's solution](#)

346.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Guoyh's solution](#)

347.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[Guoyh's solution](#)

348.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[Guoyh's solution](#)

349.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Guoyh's solution](#)

350.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Guoyh's solution](#)

351.

2197E2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-12 · Rust 2024 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Guoyh's solution](#)

352.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Guoyh's solution](#)

353.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Guoyh's solution](#)

354.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Guoyh's solution](#)

355.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Guoyh's solution](#)

356.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Guoyh's solution](#)

357.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Guoyh's solution](#)

358.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-10-04 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Guoyh's solution](#)

359.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Guoyh's solution](#)

360.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Guoyh's solution](#)

361.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Guoyh's solution](#)

362.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2021-02-16 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: dp, strings

[Guoyh's solution](#)

363.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, strings

[Guoyh's solution](#)

364.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Guoyh's solution](#)

365.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[Guoyh's solution](#)

366.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[Guoyh's solution](#)

367.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[Guoyh's solution](#)

368.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 2000 · first AC: 2020-11-09 · last AC: 2020-11-09 · GNU C++11 (first AC) · Tags: dp
[Guoyh's solution](#)

369.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[Guoyh's solution](#)

370.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Guoyh's solution](#)

371.

1930D2

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

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

372.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[Guoyh's solution](#)

373.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[Guoyh's solution](#)

374.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[Guoyh's solution](#)

375.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Guoyh's solution](#)

376.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Guoyh's solution](#)

377.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Guoyh's solution](#)

378.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Guoyh's solution](#)

379.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Guoyh's solution](#)

380.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Guoyh's solution](#)

381.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Guoyh's solution](#)

382.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Guoyh's solution](#)

383.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

384.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[Guoyh's solution](#)

385.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Guoyh's solution](#)

386.

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Guoyh's solution](#)

387.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[Guoyh's solution](#)

388.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Guoyh's solution](#)

389.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Guoyh's solution](#)

390.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[Guoyh's solution](#)

391.

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, dp

[Guoyh's solution](#)

392.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2019-12-22 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, math

[Guoyh's solution](#)

393.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[Guoyh's solution](#)

394.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Guoyh's solution](#)

395.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Guoyh's solution](#)

396.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Guoyh's solution](#)

397.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Guoyh's solution](#)

398.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

399.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Guoyh's solution](#)

400.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Guoyh's solution](#)

401.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Guoyh's solution](#)

402.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Guoyh's solution](#)

403.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Guoyh's solution](#)

404.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2021-09-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Guoyh's solution](#)

405.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2020-08-29 · last AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[Guoyh's solution](#)

406.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: brute force, data structures

[Guoyh's solution](#)

407.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Guoyh's solution](#)

408.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Guoyh's solution](#)

409.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[Guoyh's solution](#)

410.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Guoyh's solution](#)

411.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Guoyh's solution](#)

412.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[Guoyh's solution](#)

413.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,616 global accepts · Rating: 2200 · first AC: 2020-08-06 · last AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures

[Guoyh's solution](#)

414.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, interactive, trees

[Guoyh's solution](#)

415.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Guoyh's solution](#)

416.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Guoyh's solution](#)

417.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Guoyh's solution](#)

418.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

419.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Guoyh's solution](#)

420.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Guoyh's solution](#)

421.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Guoyh's solution](#)

422.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Guoyh's solution](#)

423.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Guoyh's solution](#)

424.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-10-02 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: binary search, greedy

[Guoyh's solution](#)

425.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Guoyh's solution](#)

426.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Guoyh's solution](#)

427.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Guoyh's solution](#)

428.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[Guoyh's solution](#)

429.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Guoyh's solution](#)

430.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: data structures, math

[Guoyh's solution](#)

431.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[Guoyh's solution](#)

432.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Guoyh's solution](#)

433.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Guoyh's solution](#)

434.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2300 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Guoyh's solution](#)

435.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-01-29 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, dsu,

trees

[Guoyh's solution](#)

436.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[Guoyh's solution](#)

437.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Guoyh's solution](#)

438.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,409 global accepts · Rating: 2300 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Guoyh's solution](#)

439.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Guoyh's solution](#)

440.

915E

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

Quality: 5,571 global accepts · Rating: 2300 · first AC: 2020-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Guoyh's solution](#)

441.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Guoyh's solution](#)

442.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

443.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

444.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

445.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Guoyh's solution](#)

446.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Guoyh's solution](#)

447.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Guoyh's solution](#)

448.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Guoyh's solution](#)

449.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Guoyh's solution](#)

450.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Guoyh's solution](#)

451.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[Guoyh's solution](#)

452.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Guoyh's solution](#)

453.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Guoyh's solution](#)

454.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Guoyh's solution](#)

455.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Guoyh's solution](#)

456.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Guoyh's solution](#)

457.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Guoyh's solution](#)

458.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Guoyh's solution](#)

459.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Guoyh's solution](#)

460.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[Guoyh's solution](#)

461.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Guoyh's solution](#)

462.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[Guoyh's solution](#)

463.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Guoyh's solution](#)

464.

1016E

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: binary search, geometry

[Guoyh's solution](#)

465.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Guoyh's solution](#)

466.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

467.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Guoyh's solution](#)

468.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Guoyh's solution](#)

469.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Guoyh's solution](#)

470.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Guoyh's solution](#)

471.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Guoyh's solution](#)

472.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, dp

[Guoyh's solution](#)

473.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Guoyh's solution](#)

474.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

475.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Guoyh's solution](#)

476.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Guoyh's solution](#)

477.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Guoyh's solution](#)

478.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Guoyh's solution](#)

479.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Guoyh's solution](#)

480.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Guoyh's solution](#)

481.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Guoyh's solution](#)

482.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Guoyh's solution](#)

483.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Guoyh's solution](#)

484.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2020-10-04 · last AC: 2021-09-27 · GNU C++11 (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[Guoyh's solution](#)

485.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dp, greedy

[Guoyh's solution](#)

486.

1065F

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

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Guoyh's solution](#)

487.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Guoyh's solution](#)

488.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Guoyh's solution](#)

489.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[Guoyh's solution](#)

490.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Guoyh's solution](#)

491.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dp, graphs

[Guoyh's solution](#)

492.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Guoyh's solution](#)

493.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Guoyh's solution](#)

494.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Guoyh's solution](#)

495.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

496.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Guoyh's solution](#)

497.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[Guoyh's solution](#)

498.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Guoyh's solution](#)

499.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Guoyh's solution](#)

500.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Guoyh's solution](#)

501.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Guoyh's solution](#)

502.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, trees

[Guoyh's solution](#)

503.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Guoyh's solution](#)

504.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Guoyh's solution](#)

505.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Guoyh's solution](#)

506.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[Guoyh's solution](#)

507.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Guoyh's solution](#)

508.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Guoyh's solution](#)

509.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Guoyh's solution](#)

510.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: flows, math

[Guoyh's solution](#)

511.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Guoyh's solution](#)

512.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

513.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Guoyh's solution](#)

514.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Guoyh's solution](#)

515.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Guoyh's solution](#)

516.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

dp, implementation, shortest paths

[Guoyh's solution](#)

517.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Guoyh's solution](#)

518.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

519.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-02-18 · last AC: 2021-12-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Guoyh's solution](#)

520.

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Guoyh's solution](#)

521.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[Guoyh's solution](#)

522.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Guoyh's solution](#)

523.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Guoyh's solution](#)

524.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Guoyh's solution](#)

525.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Guoyh's solution](#)

526.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[Guoyh's solution](#)

527.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Guoyh's solution](#)

528.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Guoyh's solution](#)

529.

1616H

[Keep XOR Low](#) · [Tutorial](#)

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

[Guoyh's solution](#)

530.

1342F

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

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

[Guoyh's solution](#)

531.

1392H

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

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

[Guoyh's solution](#)

532.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[Guoyh's solution](#)

533.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Guoyh's solution](#)

534.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Guoyh's solution](#)

535.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Guoyh's solution](#)

536.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Guoyh's solution](#)

537.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[Guoyh's solution](#)

538.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Guoyh's solution](#)

539.

1815E

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

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

[Guoyh's solution](#)

540.

1503E

[2-Coloring](#) · [Tutorial](#)

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

[Guoyh's solution](#)

541.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Guoyh's solution](#)

542.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[Guoyh's solution](#)

543.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Guoyh's solution](#)

544.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Guoyh's solution](#)

545.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Guoyh's solution](#)

546.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Guoyh's solution](#)

547.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Guoyh's solution](#)

548.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Guoyh's solution](#)

549.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Guoyh's solution](#)

550.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Guoyh's solution](#)

551.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[Guoyh's solution](#)

552.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Guoyh's solution](#)

553.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Guoyh's solution](#)

554.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Guoyh's solution](#)

555.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Guoyh's solution](#)

556.

671E

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

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Guoyh's solution](#)

557.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Guoyh's solution](#)

558.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Guoyh's solution](#)

559.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Guoyh's solution](#)

560.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-03-11 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Guoyh's solution](#)

561.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Guoyh's solution](#)

562.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2021-12-31 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Guoyh's solution](#)

563.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

564.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

565.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

566.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

567.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

568.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

569.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Guoyh's solution](#)

570.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Guoyh's solution](#)

571.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

572.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Guoyh's solution](#)

573.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

574.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

575.

105578G

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

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

576.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

577.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Guoyh's solution](#)

578.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

579.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

580.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

581.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

582.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

583.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —

[Guoyh's solution](#)

584.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

585.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

586.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

587.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

588.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

589.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

590.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

591.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

592.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

593.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

594.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

595.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

596.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

597.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

598.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

599.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

600.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

601.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

602.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

603.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

604.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

605.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

606.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

607.

104128I

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

608.

102511B

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

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

609.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Guoyh's solution](#)

610.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

611.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

612.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

613.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

614.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Guoyh's solution](#)

615.

104288I

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