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Unique solved — HanZhongBalls

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

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Filters: none

Count: 399

- 1.**
2173A
[Sleeping Through Classes](#) · [Tutorial](#)
Quality: 23,787 global accepts · Rating: 800 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[HanZhongBalls's solution](#)
- 2.**
2053A
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Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[HanZhongBalls's solution](#)
- 3.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[HanZhongBalls's solution](#)
- 4.**
2038N
[Fixing the Expression](#) · [Tutorial](#)
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- 5.**
2038J
[Waiting for...](#) · [Tutorial](#)
Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[HanZhongBalls's solution](#)
- 6.**
1987A
[Upload More RAM](#) · [Tutorial](#)
Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 7.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[HanZhongBalls's solution](#)
- 8.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[HanZhongBalls's solution](#)
- 9.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math
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10.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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11.

1270A

[Card Game](#) · [Tutorial](#)

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12.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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13.

1281A

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Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

14.

1030A

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15.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HanZhongBalls's solution](#)

16.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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17.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[HanZhongBalls's solution](#)

18.

1114A

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[HanZhongBalls's solution](#)

19.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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20.

1091A

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21.

1087A

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Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[HanZhongBalls's solution](#)

22.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

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23.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math

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24.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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25.

988A

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26.

977A

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27.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

28.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[HanZhongBalls's solution](#)

29.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: brute force, math

[HanZhongBalls's solution](#)

30.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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31.

1295A

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

Quality: 24,150 global accepts · Rating: 900 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HanZhongBalls's solution](#)

32.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[HanZhongBalls's solution](#)

33.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[HanZhongBalls's solution](#)

34.

999B

[Reversing Encryption](#) · [Tutorial](#)

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[HanZhongBalls's solution](#)

35.

977B

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Quality: 49,795 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[HanZhongBalls's solution](#)

36.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[HanZhongBalls's solution](#)

37.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[HanZhongBalls's solution](#)

38.

1916B

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[HanZhongBalls's solution](#)

39.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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40.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

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[HanZhongBalls's solution](#)

41.

1153A

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Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[HanZhongBalls's solution](#)

42.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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43.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[HanZhongBalls's solution](#)

44.

1059A

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Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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45.

3A

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Quality: 22,148 global accepts · Rating: 1000 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: greedy, shortest paths

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46.

1A

[Theatre Square](#) · [Tutorial](#)

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[HanZhongBalls's solution](#)

47.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[HanZhongBalls's solution](#)

48.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[HanZhongBalls's solution](#)

49.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[HanZhongBalls's solution](#)

50.

1288A

[Deadline](#) · [Tutorial](#)

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[HanZhongBalls's solution](#)

51.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[HanZhongBalls's solution](#)

52.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[HanZhongBalls's solution](#)

53.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[HanZhongBalls's solution](#)

54.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[HanZhongBalls's solution](#)

55.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: greedy, math

[HanZhongBalls's solution](#)

56.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[HanZhongBalls's solution](#)

57.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

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[HanZhongBalls's solution](#)

58.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[HanZhongBalls's solution](#)

59.

2046A

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Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[HanZhongBalls's solution](#)

60.

1987C

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Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[HanZhongBalls's solution](#)

61.

1916C

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62.

1270B

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

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[HanZhongBalls's solution](#)

63.

1245B

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[HanZhongBalls's solution](#)

64.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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65.

1140D

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66.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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67.

1131C

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Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[HanZhongBalls's solution](#)

68.

1097B

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Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
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69.

1091B

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Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
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70.

1075B

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Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[HanZhongBalls's solution](#)

71.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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72.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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73.

977C

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Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[HanZhongBalls's solution](#)

74.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[HanZhongBalls's solution](#)

75.

934B

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Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[HanZhongBalls's solution](#)

76.

2101A

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Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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77.

2023A

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Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[HanZhongBalls's solution](#)

78.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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79.

1943A

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80.

1753A1

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Quality: 16,455 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
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81.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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82.

1868A

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

83.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,419 global accepts · Rating: 1300 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[HanZhongBalls's solution](#)

84.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy, math
[HanZhongBalls's solution](#)

85.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

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86.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[HanZhongBalls's solution](#)

87.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HanZhongBalls's solution](#)

88.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

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89.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

90.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[HanZhongBalls's solution](#)

91.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · last AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, math

[HanZhongBalls's solution](#)

92.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[HanZhongBalls's solution](#)

93.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

94.

4C

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[HanZhongBalls's solution](#)

95.

814B

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Quality: 5,883 global accepts · Rating: 1300 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[HanZhongBalls's solution](#)

96.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

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97.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

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98.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[HanZhongBalls's solution](#)

99.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[HanZhongBalls's solution](#)

100.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[HanZhongBalls's solution](#)

101.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[HanZhongBalls's solution](#)

102.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[HanZhongBalls's solution](#)

103.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[HanZhongBalls's solution](#)

104.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[HanZhongBalls's solution](#)

105.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[HanZhongBalls's solution](#)

106.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[HanZhongBalls's solution](#)

107.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[HanZhongBalls's solution](#)

108.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[HanZhongBalls's solution](#)

109.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

110.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[HanZhongBalls's solution](#)

111.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[HanZhongBalls's solution](#)

112.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[HanZhongBalls's solution](#)

113.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[HanZhongBalls's solution](#)

114.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[HanZhongBalls's solution](#)

115.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[HanZhongBalls's solution](#)

116.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · last AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

117.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, games

[HanZhongBalls's solution](#)

118.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2018-02-04 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

119.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[HanZhongBalls's solution](#)

120.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[HanZhongBalls's solution](#)

121.

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

[HanZhongBalls's solution](#)

122.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[HanZhongBalls's solution](#)

123.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[HanZhongBalls's solution](#)

124.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HanZhongBalls's solution](#)

125.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2018-12-14 · last AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[HanZhongBalls's solution](#)

126.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[HanZhongBalls's solution](#)

127.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[HanZhongBalls's solution](#)

128.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[HanZhongBalls's solution](#)

129.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2018-03-08 · last AC: 2018-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[HanZhongBalls's solution](#)

130.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: hashing, implementation

[HanZhongBalls's solution](#)

131.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: implementation, strings

[HanZhongBalls's solution](#)

132.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[HanZhongBalls's solution](#)

133.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[HanZhongBalls's solution](#)

134.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[HanZhongBalls's solution](#)

135.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[HanZhongBalls's solution](#)

136.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[HanZhongBalls's solution](#)

137.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[HanZhongBalls's solution](#)

138.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[HanZhongBalls's solution](#)

139.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy
[HanZhongBalls's solution](#)

140.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[HanZhongBalls's solution](#)

141.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[HanZhongBalls's solution](#)

142.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[HanZhongBalls's solution](#)

143.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[HanZhongBalls's solution](#)

144.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees
[HanZhongBalls's solution](#)

145.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2018-10-20 · last AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[HanZhongBalls's solution](#)

146.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
[HanZhongBalls's solution](#)

147.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-09 · last AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

sortings

[HanZhongBalls's solution](#)

148.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[HanZhongBalls's solution](#)

149.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[HanZhongBalls's solution](#)

150.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

151.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[HanZhongBalls's solution](#)

152.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[HanZhongBalls's solution](#)

153.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[HanZhongBalls's solution](#)

154.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[HanZhongBalls's solution](#)

155.

957C

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

Rating: 1600 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers

[HanZhongBalls's solution](#)

156.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-12 · last AC: 2018-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[HanZhongBalls's solution](#)

157.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[HanZhongBalls's solution](#)

158.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

159.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2018-02-04 · last AC: 2018-02-04 · GNU C++11 (first AC) · Tags: implementation, math

[HanZhongBalls's solution](#)

160.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[HanZhongBalls's solution](#)

161.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[HanZhongBalls's solution](#)

162.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[HanZhongBalls's solution](#)

163.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[HanZhongBalls's solution](#)

164.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[HanZhongBalls's solution](#)

165.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[HanZhongBalls's solution](#)

166.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[HanZhongBalls's solution](#)

167.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[HanZhongBalls's solution](#)

168.

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

[HanZhongBalls's solution](#)

169.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[HanZhongBalls's solution](#)

170.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[HanZhongBalls's solution](#)

171.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[HanZhongBalls's solution](#)

172.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[HanZhongBalls's solution](#)

173.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[HanZhongBalls's solution](#)

174.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[HanZhongBalls's solution](#)

175.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[HanZhongBalls's solution](#)

176.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[HanZhongBalls's solution](#)

177.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[HanZhongBalls's solution](#)

178.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[HanZhongBalls's solution](#)

179.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[HanZhongBalls's solution](#)

180.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[HanZhongBalls's solution](#)

181.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[HanZhongBalls's solution](#)

182.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[HanZhongBalls's solution](#)

183.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-08 · last AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[HanZhongBalls's solution](#)

184.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

185.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2018-07-15 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

186.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[HanZhongBalls's solution](#)

187.

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2018-07-10 · last AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[HanZhongBalls's solution](#)

188.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[HanZhongBalls's solution](#)

189.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-10 · last AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

190.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2018-04-27 · last AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dp, matrices

[HanZhongBalls's solution](#)

191.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[HanZhongBalls's solution](#)

192.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[HanZhongBalls's solution](#)

193.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[HanZhongBalls's solution](#)

194.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2018-02-06 · last AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[HanZhongBalls's solution](#)

195.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-21 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[HanZhongBalls's solution](#)

196.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[HanZhongBalls's solution](#)

197.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[HanZhongBalls's solution](#)

198.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[HanZhongBalls's solution](#)

199.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[HanZhongBalls's solution](#)

200.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[HanZhongBalls's solution](#)

201.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[HanZhongBalls's solution](#)

202.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HanZhongBalls's solution](#)

203.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[HanZhongBalls's solution](#)

204.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[HanZhongBalls's solution](#)

205.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2019-08-11 · last AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

206.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[HanZhongBalls's solution](#)

207.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[HanZhongBalls's solution](#)

208.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[HanZhongBalls's solution](#)

209.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[HanZhongBalls's solution](#)

210.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[HanZhongBalls's solution](#)

211.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[HanZhongBalls's solution](#)

212.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2019-02-15 · last AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[HanZhongBalls's solution](#)

213.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-20 · last AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[HanZhongBalls's solution](#)

214.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[HanZhongBalls's solution](#)

215.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: dp
[HanZhongBalls's solution](#)

216.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · last AC: 2018-03-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees
[HanZhongBalls's solution](#)

217.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: brute force, games, implementation
[HanZhongBalls's solution](#)

218.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation
[HanZhongBalls's solution](#)

219.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[HanZhongBalls's solution](#)

220.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

greedy, math

[HanZhongBalls's solution](#)

221.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[HanZhongBalls's solution](#)

222.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[HanZhongBalls's solution](#)

223.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[HanZhongBalls's solution](#)

224.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[HanZhongBalls's solution](#)

225.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[HanZhongBalls's solution](#)

226.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[HanZhongBalls's solution](#)

227.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[HanZhongBalls's solution](#)

228.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[HanZhongBalls's solution](#)

229.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[HanZhongBalls's solution](#)

230.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[HanZhongBalls's solution](#)

231.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[HanZhongBalls's solution](#)

232.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[HanZhongBalls's solution](#)

233.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[HanZhongBalls's solution](#)

234.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HanZhongBalls's solution](#)

235.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[HanZhongBalls's solution](#)

236.

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

237.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

238.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2019-02-11 · last AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[HanZhongBalls's solution](#)

239.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[HanZhongBalls's solution](#)

240.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2018-09-08 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings, strings

[HanZhongBalls's solution](#)

241.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dp

[HanZhongBalls's solution](#)

242.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[HanZhongBalls's solution](#)

243.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[HanZhongBalls's solution](#)

244.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[HanZhongBalls's solution](#)

245.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[HanZhongBalls's solution](#)

246.

1943B

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

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

[HanZhongBalls's solution](#)

247.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[HanZhongBalls's solution](#)

248.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[HanZhongBalls's solution](#)

249.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[HanZhongBalls's solution](#)

250.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[HanZhongBalls's solution](#)

251.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp
[HanZhongBalls's solution](#)

252.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[HanZhongBalls's solution](#)

253.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-02-02 · last AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[HanZhongBalls's solution](#)

254.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[HanZhongBalls's solution](#)

255.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[HanZhongBalls's solution](#)

256.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[HanZhongBalls's solution](#)

257.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[HanZhongBalls's solution](#)

258.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-12 · last AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[HanZhongBalls's solution](#)

259.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[HanZhongBalls's solution](#)

260.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[HanZhongBalls's solution](#)

261.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[HanZhongBalls's solution](#)

262.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[HanZhongBalls's solution](#)

263.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[HanZhongBalls's solution](#)

264.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[HanZhongBalls's solution](#)

265.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[HanZhongBalls's solution](#)

266.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2018-07-18 · last AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[HanZhongBalls's solution](#)

267.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[HanZhongBalls's solution](#)

268.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2018-02-08 · last AC: 2018-03-01 · GNU C++11 (first AC) · Tags: dp, math

[HanZhongBalls's solution](#)

269.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[HanZhongBalls's solution](#)

270.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[HanZhongBalls's solution](#)

271.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[HanZhongBalls's solution](#)

272.

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

[HanZhongBalls's solution](#)

273.

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

[HanZhongBalls's solution](#)

274.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[HanZhongBalls's solution](#)

275.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[HanZhongBalls's solution](#)

276.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[HanZhongBalls's solution](#)

277.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-02-23 · last AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[HanZhongBalls's solution](#)

278.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[HanZhongBalls's solution](#)

279.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[HanZhongBalls's solution](#)

280.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[HanZhongBalls's solution](#)

281.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[HanZhongBalls's solution](#)

282.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[HanZhongBalls's solution](#)

283.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[HanZhongBalls's solution](#)

284.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[HanZhongBalls's solution](#)

285.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2019-08-09 · last AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[HanZhongBalls's solution](#)

286.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · last AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[HanZhongBalls's solution](#)

287.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[HanZhongBalls's solution](#)

288.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[HanZhongBalls's solution](#)

289.

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, string suffix structures, strings

[HanZhongBalls's solution](#)

290.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[HanZhongBalls's solution](#)

291.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2018-02-04 · GNU C++11 (first AC) · Tags: geometry, math

[HanZhongBalls's solution](#)

292.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[HanZhongBalls's solution](#)

293.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[HanZhongBalls's solution](#)

294.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[HanZhongBalls's solution](#)

295.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[HanZhongBalls's solution](#)

296.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[HanZhongBalls's solution](#)

297.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[HanZhongBalls's solution](#)

298.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[HanZhongBalls's solution](#)

299.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[HanZhongBalls's solution](#)

300.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[HanZhongBalls's solution](#)

301.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[HanZhongBalls's solution](#)

302.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2019-08-06 · last AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[HanZhongBalls's solution](#)

303.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[HanZhongBalls's solution](#)

304.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[HanZhongBalls's solution](#)

305.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[HanZhongBalls's solution](#)

306.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-25 · last AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[HanZhongBalls's solution](#)

307.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2019-02-12 · last AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[HanZhongBalls's solution](#)

308.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-07-02 · last AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[HanZhongBalls's solution](#)

309.

1047D

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

Rating: 2200 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[HanZhongBalls's solution](#)

310.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[HanZhongBalls's solution](#)

311.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[HanZhongBalls's solution](#)

312.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[HanZhongBalls's solution](#)

313.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[HanZhongBalls's solution](#)

314.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[HanZhongBalls's solution](#)

315.

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

[HanZhongBalls's solution](#)

316.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[HanZhongBalls's solution](#)

317.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[HanZhongBalls's solution](#)

318.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[HanZhongBalls's solution](#)

319.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-08-31 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[HanZhongBalls's solution](#)

320.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[HanZhongBalls's solution](#)

321.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[HanZhongBalls's solution](#)

322.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[HanZhongBalls's solution](#)

323.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-11-09 · last AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[HanZhongBalls's solution](#)

324.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[HanZhongBalls's solution](#)

325.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[HanZhongBalls's solution](#)

326.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[HanZhongBalls's solution](#)

327.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[HanZhongBalls's solution](#)

328.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[HanZhongBalls's solution](#)

329.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[HanZhongBalls's solution](#)

330.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[HanZhongBalls's solution](#)

331.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[HanZhongBalls's solution](#)

332.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[HanZhongBalls's solution](#)

333.

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

[HanZhongBalls's solution](#)

334.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[HanZhongBalls's solution](#)

335.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[HanZhongBalls's solution](#)

336.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[HanZhongBalls's solution](#)

337.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[HanZhongBalls's solution](#)

338.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[HanZhongBalls's solution](#)

339.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[HanZhongBalls's solution](#)

340.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[HanZhongBalls's solution](#)

341.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[HanZhongBalls's solution](#)

342.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2019-02-11 · last AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[HanZhongBalls's solution](#)

343.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[HanZhongBalls's solution](#)

344.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[HanZhongBalls's solution](#)

345.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[HanZhongBalls's solution](#)

346.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[HanZhongBalls's solution](#)

347.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[HanZhongBalls's solution](#)

348.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[HanZhongBalls's solution](#)

349.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[HanZhongBalls's solution](#)

350.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-02-01 · last AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[HanZhongBalls's solution](#)

351.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[HanZhongBalls's solution](#)

352.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[HanZhongBalls's solution](#)

353.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2019-08-10 · last AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[HanZhongBalls's solution](#)

354.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[HanZhongBalls's solution](#)

355.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[HanZhongBalls's solution](#)

356.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[HanZhongBalls's solution](#)

357.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[HanZhongBalls's solution](#)

358.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[HanZhongBalls's solution](#)

359.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry, greedy

[HanZhongBalls's solution](#)

360.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2019-07-04 · last AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[HanZhongBalls's solution](#)

361.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[HanZhongBalls's solution](#)

362.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[HanZhongBalls's solution](#)

363.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[HanZhongBalls's solution](#)

364.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[HanZhongBalls's solution](#)

365.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[HanZhongBalls's solution](#)

366.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees
[HanZhongBalls's solution](#)

367.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[HanZhongBalls's solution](#)

368.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[HanZhongBalls's solution](#)

369.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows
[HanZhongBalls's solution](#)

370.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2018-03-18 · last AC: 2018-03-18 · GNU C++11 (first AC) · Tags: brute force
[HanZhongBalls's solution](#)

371.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[HanZhongBalls's solution](#)

372.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[HanZhongBalls's solution](#)

373.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[HanZhongBalls's solution](#)

374.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[HanZhongBalls's solution](#)

375.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[HanZhongBalls's solution](#)

376.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[HanZhongBalls's solution](#)

377.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[HanZhongBalls's solution](#)

378.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[HanZhongBalls's solution](#)

379.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[HanZhongBalls's solution](#)

380.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[HanZhongBalls's solution](#)

381.

104090I

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

Rating: — · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[HanZhongBalls's solution](#)

382.

100851H

[Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[HanZhongBalls's solution](#)

383.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[HanZhongBalls's solution](#)

384.

100222C

[Decoding Martian Messages](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[HanZhongBalls's solution](#)

385.

undefined311

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