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Unique solved — He Ren

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

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Filters: none

Count: 2,118

1.

2149B

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2.

2149A

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3.

1928A

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4.

1844A

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5.

1696A

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6.

1782A

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7.

1810B

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8.

1810A

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9.

1776A

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10.

1779A

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11.

1765B

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12.

1761A

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13.

1750B

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14.

1750A

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15.

1740B

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1740A

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1746A

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19.

1735A

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20.

1738A

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21.

1672B

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22.

1672A

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23.

1644B

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1644A

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25.

1634A

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26.

1625A

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27.

1616A

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28.

1623A

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29.

1622A

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30.

1615A

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31.

1591A

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32.

1614A

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33.

1611B

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34.

1611A

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35.

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36.

1550A

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1582A

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1592A

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1586A

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40.

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41.

1598A

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1594A

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1574A

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1566B

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1566A

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1569A

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47.

1562A

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48.

1556A

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49.

1560C

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50.

1560B

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51.

1560A

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52.

1539B

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53.

1536A

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54.

1535A

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55.

1523A

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56.

1519B

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57.

1519A

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58.

1517A

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59.

1499A

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60.

1511A

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61.

1493A

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62.

1497A

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63.

1506A

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64.

1498A

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65.

1491A

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66.

1492A

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67.

1490A

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68.

1487A

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69.

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70.

1372A

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71.

1474A

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72.

1453A

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73.

1478A

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74.

1473A

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75.

1461A

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76.

443A

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77.

1450A

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78.

1438A

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79.

1451A

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80.

1455A

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81.

1452C

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82.

1452A

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83.

1391B

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84.

1391A

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85.

1437A

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86.

1436A

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87.

1433B

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88.

1433A

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89.

1421A

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90.

1428A

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91.

1257A

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92.

1430B

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93.

1422A

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94.

1408A

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95.

1426A

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96.

1385B

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1385A

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98.

1409A

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99.

1400A

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100.

1392B

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101.

1392A

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102.

1398B

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103.

1398A

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104.

1393A

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105.

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1399A

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107.

1167A

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108.

1388A

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1368A

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1352A

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1348A

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1343B

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125.

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1328A

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127.

1325B

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128.

1325A

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1312A

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1323A

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1316A

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1307A

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137.

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938A

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678A

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171.

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172.

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173.

1737A

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1735B

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1559B

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1559A

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186.

1593B

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1535B

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188.

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189.

1505A

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1467A

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192.

1451B

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193.

1436B

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1433C

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1430A

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196.

1427A

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198.

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199.

1380A

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200.

1419A

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201.

1406A

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202.

1238A

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203.

1197A

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204.

1401A

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205.

1175A

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206.

1373B

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207.

1132B

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208.

1354A

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209.

1351B

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210.

1343A

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211.

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212.

1326B

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213.

1321A

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214.

1313A

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215.

1107A

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216.

1295A

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217.

1093B

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218.

1279A

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219.

1282A

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Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

220.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[He Ren's solution](#)

221.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

222.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

223.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

224.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

225.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

226.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[He Ren's solution](#)

227.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

228.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

229.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: implementation, strings

[He Ren's solution](#)

230.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

231.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[He Ren's solution](#)

232.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

233.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

234.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

235.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[He Ren's solution](#)

236.

1785A

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

Rating: 1000 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

237.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[He Ren's solution](#)

238.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[He Ren's solution](#)

239.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

240.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[He Ren's solution](#)

241.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

242.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[He Ren's solution](#)

243.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[He Ren's solution](#)

244.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[He Ren's solution](#)

245.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

246.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[He Ren's solution](#)

247.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[He Ren's solution](#)

248.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

249.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[He Ren's solution](#)

250.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

251.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[He Ren's solution](#)

252.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[He Ren's solution](#)

253.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[He Ren's solution](#)

254.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[He Ren's solution](#)

255.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[He Ren's solution](#)

256.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[He Ren's solution](#)

257.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[He Ren's solution](#)

258.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[He Ren's solution](#)

259.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

260.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[He Ren's solution](#)

261.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[He Ren's solution](#)

262.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2019-10-19 · last AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[He Ren's solution](#)

263.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

264.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[He Ren's solution](#)

265.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[He Ren's solution](#)

266.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

267.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[He Ren's solution](#)

268.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[He Ren's solution](#)

269.

1419D1

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

Quality: 26,385 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[He Ren's solution](#)

270.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

271.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

272.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

273.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[He Ren's solution](#)

274.

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[He Ren's solution](#)

275.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

276.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[He Ren's solution](#)

277.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[He Ren's solution](#)

278.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

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

[He Ren's solution](#)

279.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

280.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

281.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

282.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[He Ren's solution](#)

283.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[He Ren's solution](#)

284.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[He Ren's solution](#)

285.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

286.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

287.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

288.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: implementation, strings

[He Ren's solution](#)

289.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[He Ren's solution](#)

290.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

291.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, strings

[He Ren's solution](#)

292.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[He Ren's solution](#)

293.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

294.

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2019-08-27 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

295.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

296.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

297.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

298.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

299.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[He Ren's solution](#)

300.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dsu, math

[He Ren's solution](#)

301.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: geometry, math

[He Ren's solution](#)

302.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

303.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

304.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

305.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[He Ren's solution](#)

306.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

307.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2019-08-26 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

308.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

309.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: sortings

[He Ren's solution](#)

310.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

311.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: games, greedy

[He Ren's solution](#)

312.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

313.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

314.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[He Ren's solution](#)

315.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[He Ren's solution](#)

316.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

317.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[He Ren's solution](#)

318.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[He Ren's solution](#)

319.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[He Ren's solution](#)

320.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[He Ren's solution](#)

321.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[He Ren's solution](#)

322.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[He Ren's solution](#)

323.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[He Ren's solution](#)

324.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[He Ren's solution](#)

325.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[He Ren's solution](#)

326.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[He Ren's solution](#)

327.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

328.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[He Ren's solution](#)

329.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[He Ren's solution](#)

330.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

331.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[He Ren's solution](#)

332.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[He Ren's solution](#)

333.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[He Ren's solution](#)

334.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[He Ren's solution](#)

335.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math

[He Ren's solution](#)

336.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[He Ren's solution](#)

337.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[He Ren's solution](#)

338.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

339.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[He Ren's solution](#)

340.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[He Ren's solution](#)

341.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

342.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[He Ren's solution](#)

343.

1202A

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

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[He Ren's solution](#)

344.

1401B

[Ternary Sequence](#) · [Tutorial](#)

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

[He Ren's solution](#)

345.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[He Ren's solution](#)

346.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

347.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,781 global accepts · Rating: 1100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[He Ren's solution](#)

348.

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

[He Ren's solution](#)

349.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[He Ren's solution](#)

350.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

351.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

352.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[He Ren's solution](#)

353.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

354.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

355.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[He Ren's solution](#)

356.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

357.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[He Ren's solution](#)

358.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

359.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

360.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: graphs, implementation

[He Ren's solution](#)

361.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

362.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[He Ren's solution](#)

363.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

364.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

365.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: implementation, sortings

[He Ren's solution](#)

366.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

367.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

368.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[He Ren's solution](#)

369.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[He Ren's solution](#)

370.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

371.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

372.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[He Ren's solution](#)

373.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[He Ren's solution](#)

374.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[He Ren's solution](#)

375.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[He Ren's solution](#)

376.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[He Ren's solution](#)

377.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[He Ren's solution](#)

378.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[He Ren's solution](#)

379.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[He Ren's solution](#)

380.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[He Ren's solution](#)

381.

1586B

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

Rating: 1200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[He Ren's solution](#)

382.

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[He Ren's solution](#)

383.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[He Ren's solution](#)

384.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[He Ren's solution](#)

385.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

386.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,026 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[He Ren's solution](#)

387.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[He Ren's solution](#)

388.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,224 global accepts · Rating: 1200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

389.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)

390.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[He Ren's solution](#)

391.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[He Ren's solution](#)

392.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[He Ren's solution](#)

393.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[He Ren's solution](#)

394.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

395.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

396.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[He Ren's solution](#)

397.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[He Ren's solution](#)

398.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[He Ren's solution](#)

399.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[He Ren's solution](#)

400.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[He Ren's solution](#)

401.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

402.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[He Ren's solution](#)

403.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[He Ren's solution](#)

404.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

405.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[He Ren's solution](#)

406.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

407.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[He Ren's solution](#)

408.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[He Ren's solution](#)

409.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: dp, greedy, math

[He Ren's solution](#)

410.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: implementation, strings

[He Ren's solution](#)

411.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[He Ren's solution](#)

412.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[He Ren's solution](#)

413.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[He Ren's solution](#)

414.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[He Ren's solution](#)

415.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[He Ren's solution](#)

416.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

417.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[He Ren's solution](#)

418.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

419.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

420.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[He Ren's solution](#)

421.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[He Ren's solution](#)

422.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

423.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[He Ren's solution](#)

424.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: greedy, strings

[He Ren's solution](#)

425.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[He Ren's solution](#)

426.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)

427.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

428.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

429.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

430.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

431.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

432.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[He Ren's solution](#)

433.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,113 global accepts · Rating: 1200 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

434.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[He Ren's solution](#)

435.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,634 global accepts · Rating: 1200 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

436.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

437.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[He Ren's solution](#)

438.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[He Ren's solution](#)

439.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

440.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math

[He Ren's solution](#)

441.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[He Ren's solution](#)

442.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

443.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

444.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

445.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

446.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

447.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[He Ren's solution](#)

448.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[He Ren's solution](#)

449.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[He Ren's solution](#)

450.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[He Ren's solution](#)

451.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[He Ren's solution](#)

452.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[He Ren's solution](#)

453.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[He Ren's solution](#)

454.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[He Ren's solution](#)

455.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[He Ren's solution](#)

456.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[He Ren's solution](#)

457.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[He Ren's solution](#)

458.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[He Ren's solution](#)

459.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[He Ren's solution](#)

460.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[He Ren's solution](#)

461.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[He Ren's solution](#)

462.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[He Ren's solution](#)

463.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[He Ren's solution](#)

464.

1594E1

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

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

465.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[He Ren's solution](#)

466.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[He Ren's solution](#)

467.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[He Ren's solution](#)

468.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[He Ren's solution](#)

469.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[He Ren's solution](#)

470.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

471.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[He Ren's solution](#)

472.

1372B

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

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[He Ren's solution](#)

473.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[He Ren's solution](#)

474.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[He Ren's solution](#)

475.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dp, implementation

[He Ren's solution](#)

476.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: binary search, math

[He Ren's solution](#)

477.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

478.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[He Ren's solution](#)

479.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[He Ren's solution](#)

480.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-15 · last AC: 2020-09-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

481.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

482.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[He Ren's solution](#)

483.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, math

[He Ren's solution](#)

484.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[He Ren's solution](#)

485.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[He Ren's solution](#)

486.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[He Ren's solution](#)

487.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

488.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: implementation, strings

[He Ren's solution](#)

489.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

490.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)

491.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[He Ren's solution](#)

492.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

493.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[He Ren's solution](#)

494.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

495.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

496.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

497.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[He Ren's solution](#)

498.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[He Ren's solution](#)

499.

1323C

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

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

[He Ren's solution](#)

500.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[He Ren's solution](#)

501.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2020-02-08 · last AC: 2020-02-08 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[He Ren's solution](#)

502.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

503.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[He Ren's solution](#)

504.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-01-21 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

505.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: binary search, math

[He Ren's solution](#)

506.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[He Ren's solution](#)

507.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[He Ren's solution](#)

508.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[He Ren's solution](#)

509.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

510.

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

[He Ren's solution](#)

511.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

512.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

513.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

514.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

515.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: greedy, strings

[He Ren's solution](#)

516.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

517.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[He Ren's solution](#)

518.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[He Ren's solution](#)

519.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[He Ren's solution](#)

520.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

521.

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

[He Ren's solution](#)

522.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[He Ren's solution](#)

523.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

524.

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

[He Ren's solution](#)

525.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[He Ren's solution](#)

526.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2019-08-19 · last AC: 2019-09-03 · GNU C++11 (first AC) · Tags: binary search, data

structures, sortings, two pointers

[He Ren's solution](#)

527.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: greedy, strings

[He Ren's solution](#)

528.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

529.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[He Ren's solution](#)

530.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: implementation, strings

[He Ren's solution](#)

531.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[He Ren's solution](#)

532.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[He Ren's solution](#)

533.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[He Ren's solution](#)

534.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[He Ren's solution](#)

535.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[He Ren's solution](#)

536.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[He Ren's solution](#)

537.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[He Ren's solution](#)

538.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

539.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[He Ren's solution](#)

540.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[He Ren's solution](#)

541.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[He Ren's solution](#)

542.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[He Ren's solution](#)

543.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[He Ren's solution](#)

544.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[He Ren's solution](#)

545.

1606C

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546.

1559D1

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547.

1548A

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548.

1540A

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549.

1535C

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550.

1519C

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551.

1517C

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552.

1494B

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553.

1506D

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554.

1505C

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555.

1490E

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556.

1453B

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implementation

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557.

1463B

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558.

1461B

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559.

1451C

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560.

1452B

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561.

1421C

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562.

1427B

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563.

1408B

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564.

1380C

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565.

1380B

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566.

1197C

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567.

1393B

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568.

1167C

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569.

1167B

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570.

1369C

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Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

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571.

1156A

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572.

1363B

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573.

1354C1

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574.

1355D

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575.

1351C

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[He_Ren's solution](#)

576.

1348B

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577.

1332B

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578.

1312C

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579.

1316B

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580.

1321B

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

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581.

1303B

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582.

1292A

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583.

1285C

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584.

1284B

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585.

1270C

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586.

1279C

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587.

1282B1

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588.

1009B

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1276A

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590.

962C

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591.

961C

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954B

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652A

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594.

920C

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595.

911C

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596.

1245C

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597.

888C

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[He Ren's solution](#)

598.

1251B

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599.

1228B

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600.

808C

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601.

803A

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602.

797B

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603.

762B

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604.

762A

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605.

710B

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606.

665B

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607.

632B

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608.

612C

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609.

2149E

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610.

1338A

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Quality: 30,344 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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611.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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612.

1817A

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613.

1776L

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Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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614.

1765K

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615.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[He Ren's solution](#)

616.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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617.

1732D1

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Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

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618.

1753A2

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619.

1737C

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620.

1738C

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Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[He Ren's solution](#)

621.

35C

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622.

1630A

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623.

1616C

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624.

1614C

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625.

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

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626.

1569C

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Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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627.

1562C

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Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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628.

1545A

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629.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[He Ren's solution](#)

630.

1499C

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Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[He Ren's solution](#)

631.

1506E

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Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

632.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[He Ren's solution](#)

633.

1492C

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Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[He Ren's solution](#)

634.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[He Ren's solution](#)

635.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[He Ren's solution](#)

636.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[He Ren's solution](#)

637.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[He Ren's solution](#)

638.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

639.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[He Ren's solution](#)

640.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities
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641.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[He Ren's solution](#)

642.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math
[He Ren's solution](#)

643.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics
[He Ren's solution](#)

644.

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
[He Ren's solution](#)

645.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[He Ren's solution](#)

646.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[He Ren's solution](#)

647.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[He Ren's solution](#)

648.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[He Ren's solution](#)

649.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-09-15 · last AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[He Ren's solution](#)

650.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[He Ren's solution](#)

651.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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652.

1409D

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Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[He Ren's solution](#)

653.

1400C

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654.

1399D

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Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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655.

1167D

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656.

1389C

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Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

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657.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

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658.

1379A

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Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

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659.

1368C

[Even Picture](#) · [Tutorial](#)

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[He Ren's solution](#)

660.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[He Ren's solution](#)

661.

1366C

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[He Ren's solution](#)

662.

1352F

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[He Ren's solution](#)

663.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[He Ren's solution](#)

664.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[He Ren's solution](#)

665.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[He Ren's solution](#)

666.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[He Ren's solution](#)

667.

1325C

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Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[He Ren's solution](#)

668.

1323B

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Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[He Ren's solution](#)

669.

1313C1

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[He Ren's solution](#)

670.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings
[He Ren's solution](#)

671.

1304C

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[He Ren's solution](#)

672.

1299A

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[He Ren's solution](#)

673.

1101C

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[He Ren's solution](#)

674.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-01-27 · last AC: 2020-01-27 · GNU C++11 (first AC) · Tags: implementation
[He Ren's solution](#)

675.

1051C

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Quality: 9,889 global accepts · Rating: 1500 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math
[He Ren's solution](#)

676.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings
[He Ren's solution](#)

677.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math
[He Ren's solution](#)

678.

1000B

[Light It Up](#) · [Tutorial](#)

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[He Ren's solution](#)

679.

1264A

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[He Ren's solution](#)

680.

990C

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Quality: 6,293 global accepts · Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

681.

985C

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[He Ren's solution](#)

682.

976C

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[He Ren's solution](#)

683.

749C

[Voting](#) · [Tutorial](#)

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[He Ren's solution](#)

684.

884C

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[He Ren's solution](#)

685.

873B

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Quality: 9,109 global accepts · Rating: 1500 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: dp, implementation

[He Ren's solution](#)

686.

1249C2

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[He Ren's solution](#)

687.

863B

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Quality: 10,933 global accepts · Rating: 1500 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[He Ren's solution](#)

688.

846A

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689.

17B

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690.

1236B

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[He Ren's solution](#)

691.

845C

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[He Ren's solution](#)

692.

837C

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693.

587A

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[He Ren's solution](#)

694.

825D

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695.

1234C

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[He Ren's solution](#)

696.

817B

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[He Ren's solution](#)

697.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

698.

702C

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[He Ren's solution](#)

699.

702B

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Quality: 13,630 global accepts · Rating: 1500 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[He Ren's solution](#)

700.

1209C

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Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

701.

620C

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Quality: 7,874 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: greedy

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702.

1207C

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Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[He Ren's solution](#)

703.

609C

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[He Ren's solution](#)

704.

1203E

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Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

705.

1928C

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Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[He Ren's solution](#)

706.

1503A

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Quality: 14,606 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

707.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[He Ren's solution](#)

708.

1782C

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Rating: 1600 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[He Ren's solution](#)

709.

1779C

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Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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710.

1753B

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Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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711.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[He Ren's solution](#)

712.

1622C

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Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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713.

1615C

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714.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

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715.

1610C

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716.

1612D

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Quality: 10,262 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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717.

1555D

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[He Ren's solution](#)

718.

1603B

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719.

1582D

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720.

1593E

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[He Ren's solution](#)

721.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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722.

1567C

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723.

1528A

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[He_Ren's solution](#)

724.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[He_Ren's solution](#)

725.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[He_Ren's solution](#)

726.

1519D

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Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[He_Ren's solution](#)

727.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[He_Ren's solution](#)

728.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He_Ren's solution](#)

729.

1498C

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Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[He_Ren's solution](#)

730.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[He_Ren's solution](#)

731.

1483A

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Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[He_Ren's solution](#)

732.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[He Ren's solution](#)

733.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[He Ren's solution](#)

734.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[He Ren's solution](#)

735.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[He Ren's solution](#)

736.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[He Ren's solution](#)

737.

1461D

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Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[He Ren's solution](#)

738.

1455D

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Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[He Ren's solution](#)

739.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

740.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[He Ren's solution](#)

741.

1423K

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Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[He Ren's solution](#)

742.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dp, greedy, math

[He Ren's solution](#)

743.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[He Ren's solution](#)

744.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

745.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[He Ren's solution](#)

746.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[He Ren's solution](#)

747.

1175B

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[He Ren's solution](#)

748.

1398C

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[He Ren's solution](#)

749.

1389B

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[He Ren's solution](#)

750.

1373D

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Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[He Ren's solution](#)

751.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[He Ren's solution](#)

752.

1363C

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Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: games, trees

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753.

1358C

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[He_Ren's solution](#)

754.

1353D

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[He_Ren's solution](#)

755.

1349A

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1343D

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Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[He_Ren's solution](#)

859.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[He_Ren's solution](#)

860.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[He_Ren's solution](#)

861.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[He_Ren's solution](#)

862.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[He_Ren's solution](#)

863.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[He_Ren's solution](#)

864.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[He_Ren's solution](#)

865.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: dp, implementation

[He_Ren's solution](#)

866.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[He_Ren's solution](#)

867.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[He_Ren's solution](#)

868.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[He Ren's solution](#)

869.

1295B

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

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

[He Ren's solution](#)

870.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2020-01-21 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[He Ren's solution](#)

871.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[He Ren's solution](#)

872.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-01-16 · last AC: 2020-01-16 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[He Ren's solution](#)

873.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-01-09 · last AC: 2020-01-09 · GNU C++11 (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

874.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[He Ren's solution](#)

875.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2019-12-24 · last AC: 2019-12-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[He Ren's solution](#)

876.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · last AC: 2019-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

877.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[He Ren's solution](#)

878.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-12-17 · last AC: 2019-12-17 · GNU C++11 (first AC) · Tags: greedy, math

[He Ren's solution](#)

879.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[He Ren's solution](#)

880.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[He Ren's solution](#)

881.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[He Ren's solution](#)

882.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[He Ren's solution](#)

883.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

884.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

885.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2019-09-16 · last AC: 2019-11-14 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

886.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[He Ren's solution](#)

887.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dp, greedy

[He Ren's solution](#)

888.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, shortest paths

[He Ren's solution](#)

889.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

890.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

891.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[He Ren's solution](#)

892.

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

[He Ren's solution](#)

893.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[He Ren's solution](#)

894.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[He Ren's solution](#)

895.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[He Ren's solution](#)

896.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[He Ren's solution](#)

897.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[He Ren's solution](#)

898.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[He Ren's solution](#)

899.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-08-26 · last AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[He Ren's solution](#)

900.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2019-08-16 · last AC: 2019-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[He Ren's solution](#)

901.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: sortings, strings

[He Ren's solution](#)

902.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[He Ren's solution](#)

903.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[He Ren's solution](#)

904.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[He Ren's solution](#)

905.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[He Ren's solution](#)

906.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[He Ren's solution](#)

907.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[He Ren's solution](#)

908.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[He Ren's solution](#)

909.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[He Ren's solution](#)

910.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[He Ren's solution](#)

911.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[He Ren's solution](#)

912.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[He Ren's solution](#)

913.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[He Ren's solution](#)

914.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[He Ren's solution](#)

915.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[He Ren's solution](#)

916.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[He Ren's solution](#)

917.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[He Ren's solution](#)

918.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[He Ren's solution](#)

919.

1586D

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

Rating: 1800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[He Ren's solution](#)

920.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[He Ren's solution](#)

921.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[He Ren's solution](#)

922.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[He Ren's solution](#)

923.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

924.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[He Ren's solution](#)

925.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[He Ren's solution](#)

926.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[He Ren's solution](#)

927.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[He Ren's solution](#)

928.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, greedy, implementation, shortest paths

[He Ren's solution](#)

929.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

930.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: binary search, sortings

[He Ren's solution](#)

931.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[He Ren's solution](#)

932.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[He Ren's solution](#)

933.

1463C

[Busy Robot](#) · [Tutorial](#)

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

[He Ren's solution](#)

934.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · last AC: 2020-12-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[He Ren's solution](#)

935.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, strings

[He Ren's solution](#)

936.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[He Ren's solution](#)

937.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[He Ren's solution](#)

938.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[He Ren's solution](#)

939.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[He Ren's solution](#)

940.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[He Ren's solution](#)

941.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[He Ren's solution](#)

942.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[He Ren's solution](#)

943.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[He Ren's solution](#)

944.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[He Ren's solution](#)

945.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[He Ren's solution](#)

946.

1394A

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

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

[He Ren's solution](#)

947.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[He Ren's solution](#)

948.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

949.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[He Ren's solution](#)

950.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[He Ren's solution](#)

951.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[He Ren's solution](#)

952.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[He Ren's solution](#)

953.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[He Ren's solution](#)

954.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[He Ren's solution](#)

955.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[He Ren's solution](#)

956.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

957.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[He Ren's solution](#)

958.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[He Ren's solution](#)

959.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[He Ren's solution](#)

960.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

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961.

1107D

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962.

1295D

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963.

1096D

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964.

946D

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965.

1082D

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966.

1076D

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1073C

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968.

1282C

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969.

1016D

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970.

1016C

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971.

1227D2

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972.

1254B1

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973.

665D

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974.

612D

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975.

911D

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976.

888E

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977.

873D

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978.

863C

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979.

863D

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980.

846F

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981.

846C

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982.

846B

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983.

845D

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984.

1244D

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985.

813B

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986.

1221D

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987.

691C

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988.

652D

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989.

652C

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990.

1207D

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991.

600C

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992.

533E

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993.

1187C

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994.

2149F

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995.

1928D

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996.

1470B

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997.

1495B

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Quality: 6,333 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
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998.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
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999.

1696D

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1000.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
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1001.

1718A2

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

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1002.

1817B

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1003.

1785B

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Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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1004.

1746D

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1005.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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1006.

1648C

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[He Ren's solution](#)

1007.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[He Ren's solution](#)

1008.

292D

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1009.

1591D

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[He Ren's solution](#)

1010.

1613D

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1011.

1611E2

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1601B

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[He Ren's solution](#)**1013.**

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[He Ren's solution](#)**1014.**

1183H

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[He Ren's solution](#)**1015.**

1490G

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[He Ren's solution](#)**1016.**

1569D

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1558B

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1560F1

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1545B

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1494C

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1021.

1178E

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1119E

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1375D

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1483B

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1492D

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1486C2

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1479B1

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1453D

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1478E

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[He Ren's solution](#)**1030.**

1467C

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1031.

1463D

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1032.

1439A2

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[He Ren's solution](#)

1033.

1434A

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1034.

1436D

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1035.

1260D

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1036.

1421D

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1037.

1428D

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1038.

1430E

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1039.

1423B

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1040.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

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1041.

1404B

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1042.

1202D

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1043.

1197D

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1044.

1400D

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1045.

1175D

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1046.

1383B

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1047.

1369D

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Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[He Ren's solution](#)

1048.

1367E

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Quality: 5,843 global accepts · Rating: 1900 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[He Ren's solution](#)

1049.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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1050.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · last AC: 2020-06-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[He Ren's solution](#)

1051.

1358D

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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

[He Ren's solution](#)

1052.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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1053.

1354D

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1054.

1353E

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1055.

1348D

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[He Ren's solution](#)

1056.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[He Ren's solution](#)

1057.

1328E

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Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[He Ren's solution](#)

1058.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[He Ren's solution](#)

1059.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[He Ren's solution](#)

1060.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: binary search

[He Ren's solution](#)

1061.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[He Ren's solution](#)

1062.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2020-01-17 · last AC: 2020-01-18 · GNU C++11 (first AC) · Tags: data structures, trees

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1063.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[He Ren's solution](#)

1064.

1036C

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Quality: 13,374 global accepts · Rating: 1900 · first AC: 2019-12-26 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp

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1065.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

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1066.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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1067.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: combinatorics, dp

[He Ren's solution](#)

1068.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[He Ren's solution](#)

1069.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-11-22 · last AC: 2019-11-22 · GNU C++11 (first AC) · Tags: data structures

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1070.

660D

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Quality: 4,737 global accepts · Rating: 1900 · first AC: 2019-08-31 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: geometry

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1071.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[He Ren's solution](#)

1072.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

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1073.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[He Ren's solution](#)

1074.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[He Ren's solution](#)

1075.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[He Ren's solution](#)

1076.

1228D

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Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[He Ren's solution](#)

1077.

817D

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Quality: 6,286 global accepts · Rating: 1900 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[He Ren's solution](#)

1078.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 1900 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[He Ren's solution](#)

1079.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: binary search, greedy

[He Ren's solution](#)

1080.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)

1081.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: bitmasks, trees

[He Ren's solution](#)

1082.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: matrices

[He Ren's solution](#)

1083.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

1084.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

1085.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[He Ren's solution](#)

1086.

1205B

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Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[He Ren's solution](#)

1087.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[He Ren's solution](#)

1088.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

1089.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[He Ren's solution](#)

1090.

1718B

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Quality: 3,466 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[He Ren's solution](#)

1091.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[He Ren's solution](#)

1092.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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1093.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[He_Ren's solution](#)

1094.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[He_Ren's solution](#)

1095.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[He_Ren's solution](#)

1096.

1641B

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[He_Ren's solution](#)

1097.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[He_Ren's solution](#)

1098.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[He_Ren's solution](#)

1099.

1622D

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Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[He_Ren's solution](#)

1100.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[He_Ren's solution](#)

1101.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-10-06 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[He_Ren's solution](#)

1102.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[He Ren's solution](#)

1103.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[He Ren's solution](#)

1104.

1582E

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

Quality: 4,216 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[He Ren's solution](#)

1105.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[He Ren's solution](#)

1106.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[He Ren's solution](#)

1107.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[He Ren's solution](#)

1108.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[He Ren's solution](#)

1109.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

1110.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[He Ren's solution](#)

1111.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

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1112.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[He Ren's solution](#)

1113.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[He Ren's solution](#)

1114.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[He Ren's solution](#)

1115.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[He Ren's solution](#)

1116.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[He Ren's solution](#)

1117.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[He Ren's solution](#)

1118.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[He Ren's solution](#)

1119.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[He Ren's solution](#)

1120.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[He Ren's solution](#)

1121.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[He Ren's solution](#)

1122.

1438C

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Quality: 11,627 global accepts · Rating: 2000 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[He Ren's solution](#)

1123.

1451E1

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Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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1124.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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1125.

337D

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Quality: 6,906 global accepts · Rating: 2000 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

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1126.

360B

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Quality: 3,493 global accepts · Rating: 2000 · first AC: 2020-10-19 · last AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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1127.

1257E

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Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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1128.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

1129.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1130.

1408D

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Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[He Ren's solution](#)

1131.

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[He Ren's solution](#)

1132.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[He Ren's solution](#)**1133.**

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)**1134.**

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[He Ren's solution](#)**1135.**

1385E

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Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[He Ren's solution](#)**1136.**

1399E1

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Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[He Ren's solution](#)**1137.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[He Ren's solution](#)**1138.**

1379C

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Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[He Ren's solution](#)**1139.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[He Ren's solution](#)**1140.**

1366D

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Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[He Ren's solution](#)**1141.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[He Ren's solution](#)

1142.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1143.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[He Ren's solution](#)

1144.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[He Ren's solution](#)

1145.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[He Ren's solution](#)

1146.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[He Ren's solution](#)

1147.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[He Ren's solution](#)

1148.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)

1149.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[He Ren's solution](#)

1150.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[He Ren's solution](#)

1151.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

1152.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[He Ren's solution](#)

1153.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures

[He Ren's solution](#)

1154.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[He Ren's solution](#)

1155.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[He Ren's solution](#)

1156.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[He Ren's solution](#)

1157.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[He Ren's solution](#)

1158.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[He Ren's solution](#)

1159.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[He Ren's solution](#)

1160.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2019-11-21 · last AC: 2019-11-21 · GNU C++11 (first AC) · Tags: geometry

[He Ren's solution](#)

1161.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-08-16 · last AC: 2019-11-12 · GNU C++11 (first AC) · Tags: brute force, dp

[He Ren's solution](#)

1162.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[He Ren's solution](#)

1163.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[He Ren's solution](#)

1164.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2019-08-20 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: geometry

[He Ren's solution](#)

1165.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[He Ren's solution](#)

1166.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[He Ren's solution](#)

1167.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: data structures, sortings

[He Ren's solution](#)

1168.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[He Ren's solution](#)

1169.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[He Ren's solution](#)

1170.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

1171.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math

[He Ren's solution](#)

1172.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[He Ren's solution](#)

1173.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2019-09-22 · last AC: 2019-09-23 · GNU C++11 (first AC) · Tags: dp, graphs

[He Ren's solution](#)

1174.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[He Ren's solution](#)

1175.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[He Ren's solution](#)

1176.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[He Ren's solution](#)

1177.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[He Ren's solution](#)

1178.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[He Ren's solution](#)

1179.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-13 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[He Ren's solution](#)

1180.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[He Ren's solution](#)

1181.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1182.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[He Ren's solution](#)

1183.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[He Ren's solution](#)

1184.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[He Ren's solution](#)

1185.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[He Ren's solution](#)

1186.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

1187.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2019-08-09 · last AC: 2022-11-06 · GNU C++11 (first AC) · Tags: data structures, dp, math

[He Ren's solution](#)

1188.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[He Ren's solution](#)

1189.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[He Ren's solution](#)

1190.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[He Ren's solution](#)

1191.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1192.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[He Ren's solution](#)

1193.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[He Ren's solution](#)

1194.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[He Ren's solution](#)

1195.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[He Ren's solution](#)

1196.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[He Ren's solution](#)

1197.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[He Ren's solution](#)

1198.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[He Ren's solution](#)

1199.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[He Ren's solution](#)

1200.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[He Ren's solution](#)

1201.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

1202.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp, math, number theory

[He Ren's solution](#)

1203.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[He Ren's solution](#)

1204.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[He Ren's solution](#)

1205.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
[He Ren's solution](#)

1206.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, math, number theory
[He Ren's solution](#)

1207.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[He Ren's solution](#)

1208.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[He Ren's solution](#)

1209.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[He Ren's solution](#)

1210.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[He Ren's solution](#)

1211.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory
[He Ren's solution](#)

1212.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[He Ren's solution](#)

1213.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[He Ren's solution](#)

1214.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[He Ren's solution](#)

1215.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[He Ren's solution](#)

1216.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[He Ren's solution](#)

1217.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[He Ren's solution](#)

1218.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1219.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: brute force, greedy

[He Ren's solution](#)

1220.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[He Ren's solution](#)

1221.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[He Ren's solution](#)

1222.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[He Ren's solution](#)

1223.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[He Ren's solution](#)

1224.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[He Ren's solution](#)

1225.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[He Ren's solution](#)

1226.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[He Ren's solution](#)

1227.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[He Ren's solution](#)

1228.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[He Ren's solution](#)

1229.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[He Ren's solution](#)

1230.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[He Ren's solution](#)

1231.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[He Ren's solution](#)

1232.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[He Ren's solution](#)

1233.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[He Ren's solution](#)

1234.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive,

math

[He Ren's solution](#)

1235.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[He Ren's solution](#)

1236.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[He Ren's solution](#)

1237.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[He Ren's solution](#)

1238.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[He Ren's solution](#)

1239.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · last AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[He Ren's solution](#)

1240.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[He Ren's solution](#)

1241.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1242.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-02-21 · last AC: 2020-02-21 · GNU C++11 (first AC) · Tags: dp, math, matrices

[He Ren's solution](#)

1243.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1244.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[He Ren's solution](#)

1245.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[He Ren's solution](#)

1246.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[He Ren's solution](#)

1247.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2019-12-08 · last AC: 2019-12-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[He Ren's solution](#)

1248.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2019-12-04 · last AC: 2019-12-05 · GNU C++11 (first AC) · Tags: dp, matrices, sortings

[He Ren's solution](#)

1249.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2019-08-25 · last AC: 2019-11-12 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[He Ren's solution](#)

1250.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[He Ren's solution](#)

1251.

920E

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

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2019-11-09 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[He Ren's solution](#)

1252.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1253.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures, sortings

[He Ren's solution](#)

1254.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[He Ren's solution](#)

1255.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: dp, math

[He Ren's solution](#)

1256.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[He Ren's solution](#)

1257.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[He Ren's solution](#)

1258.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[He Ren's solution](#)

1259.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: data structures, graphs

[He Ren's solution](#)

1260.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[He Ren's solution](#)

1261.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2019-08-21 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[He Ren's solution](#)

1262.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2019-08-28 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[He Ren's solution](#)

1263.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

1264.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2019-08-07 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp, sortings

[He Ren's solution](#)

1265.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[He Ren's solution](#)

1266.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[He Ren's solution](#)

1267.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[He Ren's solution](#)

1268.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[He Ren's solution](#)

1269.

1785C

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

Rating: 2200 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[He Ren's solution](#)

1270.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[He Ren's solution](#)

1271.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[He Ren's solution](#)

1272.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[He Ren's solution](#)

1273.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[He Ren's solution](#)

1274.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[He Ren's solution](#)

1275.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[He Ren's solution](#)

1276.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[He Ren's solution](#)

1277.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[He Ren's solution](#)

1278.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[He Ren's solution](#)

1279.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[He Ren's solution](#)

1280.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2020-12-25 · last AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: flows

[He Ren's solution](#)

1281.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[He Ren's solution](#)

1282.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[He Ren's solution](#)

1283.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[He Ren's solution](#)

1284.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[He Ren's solution](#)

1285.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[He Ren's solution](#)

1286.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[He Ren's solution](#)

1287.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[He Ren's solution](#)

1288.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[He Ren's solution](#)

1289.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[He Ren's solution](#)

1290.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[He Ren's solution](#)

1291.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, math

[He Ren's solution](#)

1292.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[He Ren's solution](#)

1293.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1294.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[He Ren's solution](#)

1295.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: implementation

[He Ren's solution](#)

1296.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2021-02-23 · last AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[He Ren's solution](#)

1297.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-02-22 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

1298.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[He Ren's solution](#)

1299.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[He Ren's solution](#)

1300.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[He Ren's solution](#)

1301.

1478F

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

Rating: 2200 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[He Ren's solution](#)

1302.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1303.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[He Ren's solution](#)

1304.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[He Ren's solution](#)

1305.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

1306.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[He Ren's solution](#)

1307.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures

[He Ren's solution](#)

1308.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[He Ren's solution](#)

1309.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[He Ren's solution](#)

1310.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[He Ren's solution](#)

1311.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-10-10 · last AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp, trees

[He Ren's solution](#)

1312.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[He Ren's solution](#)

1313.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[He Ren's solution](#)

1314.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[He Ren's solution](#)

1315.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

1316.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[He Ren's solution](#)

1317.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2020-08-31 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[He Ren's solution](#)

1318.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[He Ren's solution](#)

1319.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-08-20 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[He Ren's solution](#)

1320.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[He Ren's solution](#)

1321.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[He Ren's solution](#)

1322.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

1323.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[He Ren's solution](#)

1324.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[He Ren's solution](#)

1325.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[He Ren's solution](#)

1326.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[He Ren's solution](#)

1327.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2020-06-10 · last AC: 2020-06-10 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[He Ren's solution](#)

1328.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[He Ren's solution](#)

1329.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: brute force, dp

[He Ren's solution](#)

1330.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-05-03 · last AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[He Ren's solution](#)

1331.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, strings

[He Ren's solution](#)

1332.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[He Ren's solution](#)

1333.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[He Ren's solution](#)

1334.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[He Ren's solution](#)

1335.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

1336.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[He Ren's solution](#)

1337.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-02-21 · last AC: 2020-02-21 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[He Ren's solution](#)

1338.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2020-01-12 · last AC: 2020-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[He Ren's solution](#)

1339.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · last AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[He Ren's solution](#)

1340.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1341.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

1342.

1262E

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

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[He Ren's solution](#)

1343.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1344.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[He Ren's solution](#)

1345.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2019-11-10 · last AC: 2019-11-10 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings

[He Ren's solution](#)

1346.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[He Ren's solution](#)

1347.

915D

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

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[He Ren's solution](#)

1348.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: data structures, math

[He Ren's solution](#)

1349.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: data structures, trees

[He Ren's solution](#)

1350.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[He Ren's solution](#)

1351.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[He Ren's solution](#)

1352.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[He Ren's solution](#)

1353.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

1354.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[He Ren's solution](#)

1355.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2019-08-28 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1356.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[He Ren's solution](#)

1357.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[He Ren's solution](#)

1358.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[He Ren's solution](#)

1359.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-08-13 · last AC: 2019-08-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[He Ren's solution](#)

1360.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[He Ren's solution](#)

1361.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[He Ren's solution](#)

1362.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[He Ren's solution](#)

1363.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[He Ren's solution](#)

1364.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[He Ren's solution](#)

1365.

1782E

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

Rating: 2300 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[He Ren's solution](#)

1366.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[He Ren's solution](#)

1367.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[He Ren's solution](#)

1368.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[He Ren's solution](#)

1369.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[He Ren's solution](#)

1370.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2021-01-18 · last AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: flows
[He Ren's solution](#)

1371.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[He Ren's solution](#)

1372.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities
[He Ren's solution](#)

1373.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[He Ren's solution](#)

1374.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[He Ren's solution](#)

1375.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[He Ren's solution](#)

1376.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[He Ren's solution](#)

1377.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[He Ren's solution](#)

1378.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[He Ren's solution](#)

1379.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[He Ren's solution](#)

1380.

1594E2

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

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[He Ren's solution](#)

1381.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[He Ren's solution](#)

1382.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[He Ren's solution](#)

1383.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[He Ren's solution](#)

1384.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[He Ren's solution](#)

1385.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2020-12-31 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[He Ren's solution](#)

1386.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[He Ren's solution](#)

1387.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[He Ren's solution](#)

1388.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[He Ren's solution](#)

1389.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[He Ren's solution](#)

1390.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[He Ren's solution](#)

1391.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: hashing, strings

[He Ren's solution](#)

1392.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[He Ren's solution](#)

1393.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · last AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[He Ren's solution](#)

1394.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[He Ren's solution](#)

1395.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: data structures

[He Ren's solution](#)

1396.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

1397.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2020-12-05 · last AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation

[He_Ren's solution](#)

1398.

1451E2

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

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[He_Ren's solution](#)

1399.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings

[He_Ren's solution](#)

1400.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[He_Ren's solution](#)

1401.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[He_Ren's solution](#)

1402.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[He_Ren's solution](#)

1403.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees

[He_Ren's solution](#)

1404.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[He_Ren's solution](#)

1405.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[He_Ren's solution](#)

1406.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[He_Ren's solution](#)

1407.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[He Ren's solution](#)

1408.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[He Ren's solution](#)

1409.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[He Ren's solution](#)

1410.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[He Ren's solution](#)

1411.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: binary search, greedy

[He Ren's solution](#)

1412.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[He Ren's solution](#)

1413.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[He Ren's solution](#)

1414.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[He Ren's solution](#)

1415.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2020-01-20 · last AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[He Ren's solution](#)

1416.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[He Ren's solution](#)

1417.

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: combinatorics, strings

[He Ren's solution](#)

1418.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[He Ren's solution](#)

1419.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[He Ren's solution](#)

1420.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[He Ren's solution](#)

1421.

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: geometry, interactive

[He Ren's solution](#)

1422.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[He Ren's solution](#)

1423.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[He Ren's solution](#)

1424.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[He Ren's solution](#)

1425.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[He Ren's solution](#)

1426.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures, math

[He Ren's solution](#)

1427.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures, greedy

[He Ren's solution](#)

1428.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[He Ren's solution](#)

1429.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1430.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[He Ren's solution](#)

1431.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[He Ren's solution](#)

1432.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2019-08-29 · last AC: 2019-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[He Ren's solution](#)

1433.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[He Ren's solution](#)

1434.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: geometry, sortings

[He Ren's solution](#)

1435.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1436.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[He Ren's solution](#)

1437.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[He Ren's solution](#)

1438.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[He Ren's solution](#)

1439.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[He Ren's solution](#)

1440.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[He Ren's solution](#)

1441.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[He Ren's solution](#)

1442.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[He Ren's solution](#)

1443.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

1444.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[He Ren's solution](#)

1445.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[He Ren's solution](#)

1446.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[He Ren's solution](#)

1447.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[He Ren's solution](#)

1448.

1761E

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

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

[He Ren's solution](#)

1449.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[He Ren's solution](#)

1450.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[He Ren's solution](#)

1451.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[He Ren's solution](#)

1452.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[He Ren's solution](#)

1453.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[He Ren's solution](#)

1454.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[He Ren's solution](#)

1455.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, ternary search

[He Ren's solution](#)

1456.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[He Ren's solution](#)

1457.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[He Ren's solution](#)

1458.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy,

number theory

[He Ren's solution](#)

1459.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[He Ren's solution](#)

1460.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[He Ren's solution](#)

1461.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[He Ren's solution](#)

1462.

1591F

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

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[He Ren's solution](#)

1463.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[He Ren's solution](#)

1464.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1465.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[He Ren's solution](#)

1466.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[He Ren's solution](#)

1467.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[He Ren's solution](#)

1468.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[He Ren's solution](#)

1469.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[He Ren's solution](#)

1470.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[He Ren's solution](#)

1471.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[He Ren's solution](#)

1472.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[He Ren's solution](#)

1473.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[He Ren's solution](#)

1474.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · last AC: 2021-10-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[He Ren's solution](#)

1475.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[He Ren's solution](#)

1476.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[He Ren's solution](#)

1477.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[He Ren's solution](#)

1478.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[He Ren's solution](#)

1479.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[He Ren's solution](#)

1480.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings

[He Ren's solution](#)

1481.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[He Ren's solution](#)

1482.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dp, math

[He Ren's solution](#)

1483.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[He Ren's solution](#)

1484.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[He Ren's solution](#)

1485.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[He Ren's solution](#)

1486.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[He Ren's solution](#)

1487.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[He Ren's solution](#)

1488.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, trees

[He Ren's solution](#)

1489.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2020-12-28 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[He Ren's solution](#)

1490.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[He Ren's solution](#)

1491.

1450F

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

1492.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-10-21 · last AC: 2020-12-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[He Ren's solution](#)

1493.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[He Ren's solution](#)

1494.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[He Ren's solution](#)

1495.

674C

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

Rating: 2400 · first AC: 2020-11-16 · last AC: 2020-11-16 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[He Ren's solution](#)

1496.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[He Ren's solution](#)

1497.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers

[He Ren's solution](#)

1498.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[He Ren's solution](#)

1499.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[He Ren's solution](#)

1500.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[He Ren's solution](#)

1501.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[He Ren's solution](#)

1502.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[He Ren's solution](#)

1503.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[He Ren's solution](#)

1504.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[He Ren's solution](#)

1505.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · last AC: 2020-09-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities

[He Ren's solution](#)

1506.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[He Ren's solution](#)

1507.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[He Ren's solution](#)

1508.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[He Ren's solution](#)

1509.

28D

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

Quality: 676 global accepts · Rating: 2400 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[He Ren's solution](#)

1510.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[He Ren's solution](#)

1511.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-28 · last AC: 2020-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[He Ren's solution](#)

1512.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-05-25 · last AC: 2020-05-26 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[He Ren's solution](#)

1513.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[He Ren's solution](#)

1514.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[He Ren's solution](#)

1515.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[He Ren's solution](#)

1516.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: data structures

[He Ren's solution](#)

1517.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: data structures, two pointers

[He Ren's solution](#)

1518.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2020-02-12 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures

[He Ren's solution](#)

1519.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[He Ren's solution](#)

1520.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-01-09 · last AC: 2020-01-09 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[He Ren's solution](#)

1521.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2019-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[He Ren's solution](#)

1522.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

1523.

1016E

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: binary search, geometry

[He Ren's solution](#)

1524.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: data structures, probabilities

[He Ren's solution](#)

1525.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[He Ren's solution](#)

1526.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: binary search, data structures

[He Ren's solution](#)

1527.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: number theory

[He Ren's solution](#)

1528.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[He Ren's solution](#)

1529.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[He Ren's solution](#)

1530.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures,

dfs and similar, dsu, graphs, greedy, trees

[He Ren's solution](#)

1531.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[He Ren's solution](#)

1532.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[He Ren's solution](#)

1533.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[He Ren's solution](#)

1534.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[He Ren's solution](#)

1535.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[He Ren's solution](#)

1536.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[He Ren's solution](#)

1537.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[He Ren's solution](#)

1538.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[He Ren's solution](#)

1539.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[He Ren's solution](#)

1540.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[He Ren's solution](#)

1541.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[He Ren's solution](#)

1542.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[He Ren's solution](#)

1543.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[He Ren's solution](#)

1544.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[He Ren's solution](#)

1545.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

1546.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[He Ren's solution](#)

1547.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[He Ren's solution](#)

1548.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, strings

[He Ren's solution](#)

1549.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-10-06 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[He Ren's solution](#)

1550.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[He Ren's solution](#)

1551.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[He Ren's solution](#)

1552.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[He Ren's solution](#)

1553.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[He Ren's solution](#)

1554.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[He Ren's solution](#)

1555.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

1556.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2019-09-26 · last AC: 2021-10-28 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[He Ren's solution](#)

1557.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[He Ren's solution](#)

1558.

1586F

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

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

[He Ren's solution](#)

1559.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[He Ren's solution](#)

1560.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[He Ren's solution](#)

1561.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[He Ren's solution](#)

1562.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[He Ren's solution](#)

1563.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[He Ren's solution](#)

1564.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[He Ren's solution](#)

1565.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[He Ren's solution](#)

1566.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[He Ren's solution](#)

1567.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory

[He Ren's solution](#)

1568.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[He Ren's solution](#)

1569.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[He Ren's solution](#)

1570.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special

[He Ren's solution](#)

1571.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[He Ren's solution](#)

1572.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[He Ren's solution](#)

1573.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[He Ren's solution](#)

1574.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[He Ren's solution](#)

1575.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[He Ren's solution](#)

1576.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[He Ren's solution](#)

1577.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[He Ren's solution](#)

1578.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[He Ren's solution](#)

1579.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[He Ren's solution](#)

1580.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-15 · last AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[He Ren's solution](#)

1581.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2020-08-20 · last AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[He Ren's solution](#)

1582.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-12-16 · last AC: 2020-12-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[He Ren's solution](#)

1583.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2020-12-13 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1584.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[He Ren's solution](#)

1585.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

1586.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · last AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[He Ren's solution](#)

1587.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[He Ren's solution](#)

1588.

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-08-29 · last AC: 2020-10-13 · GNU C++11 (first AC) · Tags: data structures, greedy

[He Ren's solution](#)

1589.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[He Ren's solution](#)

1590.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1591.

1407E

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

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[He Ren's solution](#)

1592.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[He Ren's solution](#)

1593.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[He Ren's solution](#)

1594.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[He Ren's solution](#)

1595.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[He Ren's solution](#)

1596.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[He Ren's solution](#)

1597.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[He Ren's solution](#)

1598.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[He Ren's solution](#)

1599.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: flows, graphs

[He Ren's solution](#)

1600.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[He Ren's solution](#)

1601.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[He Ren's solution](#)

1602.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[He Ren's solution](#)

1603.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math, number theory

[He Ren's solution](#)

1604.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-04 · last AC: 2019-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[He Ren's solution](#)

1605.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[He Ren's solution](#)

1606.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[He Ren's solution](#)

1607.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[He Ren's solution](#)

1608.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[He Ren's solution](#)

1609.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[He Ren's solution](#)

1610.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[He Ren's solution](#)

1611.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[He Ren's solution](#)

1612.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[He Ren's solution](#)

1613.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[He Ren's solution](#)

1614.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[He Ren's solution](#)

1615.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[He Ren's solution](#)

1616.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-03-15 · last AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[He Ren's solution](#)

1617.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[He Ren's solution](#)

1618.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[He Ren's solution](#)

1619.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[He Ren's solution](#)

1620.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[He Ren's solution](#)

1621.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[He Ren's solution](#)

1622.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[He Ren's solution](#)

1623.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[He Ren's solution](#)

1624.

1051E

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

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[He Ren's solution](#)

1625.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[He Ren's solution](#)

1626.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[He Ren's solution](#)

1627.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[He Ren's solution](#)

1628.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[He Ren's solution](#)

1629.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[He Ren's solution](#)

1630.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[He Ren's solution](#)

1631.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[He Ren's solution](#)

1632.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[He Ren's solution](#)

1633.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[He Ren's solution](#)

1634.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[He Ren's solution](#)

1635.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dp
[He Ren's solution](#)

1636.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: dp, expression parsing
[He Ren's solution](#)

1637.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[He Ren's solution](#)

1638.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[He Ren's solution](#)

1639.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[He Ren's solution](#)

1640.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[He Ren's solution](#)

1641.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-27 · last AC: 2021-04-01 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[He Ren's solution](#)

1642.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[He Ren's solution](#)

1643.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[He Ren's solution](#)

1644.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-01-31 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[He Ren's solution](#)

1645.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: greedy

[He Ren's solution](#)

1646.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[He Ren's solution](#)

1647.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[He Ren's solution](#)

1648.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: data structures, greedy

[He Ren's solution](#)

1649.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[He Ren's solution](#)

1650.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1651.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[He Ren's solution](#)

1652.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: data structures, dp, matrices

[He Ren's solution](#)

1653.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[He Ren's solution](#)

1654.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1655.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[He Ren's solution](#)

1656.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[He Ren's solution](#)

1657.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: bitmasks, fft, math, number theory

[He Ren's solution](#)

1658.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[He Ren's solution](#)

1659.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-07-24 · last AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dp

[He Ren's solution](#)

1660.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-22 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[He Ren's solution](#)

1661.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

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1662.

1325E

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Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

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1663.

482C

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Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[He_Ren's solution](#)

1664.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: dp, flows

[He_Ren's solution](#)

1665.

1209F

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Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[He_Ren's solution](#)

1666.

1782F

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

Rating: 2700 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[He_Ren's solution](#)

1667.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[He_Ren's solution](#)

1668.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[He_Ren's solution](#)

1669.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[He_Ren's solution](#)

1670.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[He_Ren's solution](#)

1671.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[He_Ren's solution](#)

1672.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[He Ren's solution](#)

1673.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · last AC: 2022-08-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[He Ren's solution](#)

1674.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[He Ren's solution](#)

1675.

1671F

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Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[He Ren's solution](#)

1676.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[He Ren's solution](#)

1677.

351D

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Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[He Ren's solution](#)

1678.

249D

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Quality: 509 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[He Ren's solution](#)

1679.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[He Ren's solution](#)

1680.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[He Ren's solution](#)

1681.

1550F

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Quality: 899 global accepts · Rating: 2700 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[He Ren's solution](#)

1682.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[He Ren's solution](#)

1683.

1572C

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Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1684.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[He Ren's solution](#)

1685.

1601D

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Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[He Ren's solution](#)

1686.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[He Ren's solution](#)

1687.

1599G

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Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[He Ren's solution](#)

1688.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[He Ren's solution](#)

1689.

1578M

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Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[He Ren's solution](#)

1690.

1574F

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Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[He Ren's solution](#)

1691.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-01-06 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[He Ren's solution](#)

1692.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[He Ren's solution](#)

1693.

1511G

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Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[He Ren's solution](#)

1694.

1450E

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[He Ren's solution](#)

1695.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[He Ren's solution](#)

1696.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[He Ren's solution](#)

1697.

1473F

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Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[He Ren's solution](#)

1698.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-01-22 · last AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[He Ren's solution](#)

1699.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[He Ren's solution](#)

1700.

109E

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Quality: 113 global accepts · Rating: 2700 · first AC: 2021-01-19 · last AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[He Ren's solution](#)

1701.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[He Ren's solution](#)

1702.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2020-10-21 · last AC: 2020-12-07 · GNU C++11 (first AC) · Tags: data structures, trees
[He Ren's solution](#)

1703.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[He Ren's solution](#)

1704.

932F

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Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-11-12 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[He Ren's solution](#)

1705.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings
[He Ren's solution](#)

1706.

1408G

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Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
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1707.

1238G

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Quality: 493 global accepts · Rating: 2700 · first AC: 2020-09-10 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[He Ren's solution](#)

1708.

1197F

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Quality: 342 global accepts · Rating: 2700 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices
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1709.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games
[He Ren's solution](#)

1710.

1366F

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Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs
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1711.

1358F

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Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
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1712.

48G

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Quality: 324 global accepts · Rating: 2700 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[He Ren's solution](#)

1713.

1286C2

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1714.

1844F2

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[He Ren's solution](#)

1715.

1693D

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Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[He Ren's solution](#)

1716.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[He Ren's solution](#)

1717.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[He Ren's solution](#)

1718.

1810F

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Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

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1719.

1776D

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Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[He Ren's solution](#)

1720.

1067E

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Quality: 552 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[He Ren's solution](#)

1721.

1012D

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Quality: 426 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[He Ren's solution](#)

1722.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

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1723.

1732E

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Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[He Ren's solution](#)

1724.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[He Ren's solution](#)

1725.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[He Ren's solution](#)

1726.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-10-28 · last AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[He Ren's solution](#)

1727.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-06-11 · last AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[He Ren's solution](#)

1728.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[He Ren's solution](#)

1729.

446D

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Quality: 466 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[He Ren's solution](#)

1730.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[He Ren's solution](#)

1731.

1654F

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Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[He Ren's solution](#)

1732.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, trees
[He Ren's solution](#)

1733.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[He Ren's solution](#)

1734.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[He Ren's solution](#)

1735.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[He Ren's solution](#)

1736.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees
[He Ren's solution](#)

1737.

283E

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Quality: 856 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[He Ren's solution](#)

1738.

601E

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Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[He Ren's solution](#)

1739.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[He Ren's solution](#)

1740.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2019-08-05 · last AC: 2022-01-11 · GNU C++11 (first AC) · Tags: dp, probabilities
[He Ren's solution](#)

1741.

547E

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Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[He Ren's solution](#)

1742.

1615F

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Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1743.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[He Ren's solution](#)

1744.

1609F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[He Ren's solution](#)

1745.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[He Ren's solution](#)

1746.

702F

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Quality: 1,922 global accepts · Rating: 2800 · first AC: 2020-12-09 · last AC: 2021-10-28 · GNU C++11 (first AC) · Tags: data structures

[He Ren's solution](#)

1747.

1578K

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Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[He Ren's solution](#)

1748.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[He Ren's solution](#)

1749.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[He Ren's solution](#)

1750.

1545C

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Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[He Ren's solution](#)

1751.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[He Ren's solution](#)

1752.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-12-02 · last AC: 2021-01-31 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees

[He Ren's solution](#)

1753.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2021-01-04 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[He Ren's solution](#)

1754.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1755.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[He Ren's solution](#)

1756.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

1757.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[He Ren's solution](#)

1758.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[He Ren's solution](#)

1759.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-28 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[He Ren's solution](#)

1760.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[He Ren's solution](#)

1761.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[He Ren's solution](#)

1762.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[He Ren's solution](#)

1763.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[He Ren's solution](#)

1764.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[He Ren's solution](#)

1765.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[He Ren's solution](#)

1766.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[He Ren's solution](#)

1767.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[He Ren's solution](#)

1768.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[He Ren's solution](#)

1769.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[He Ren's solution](#)

1770.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[He Ren's solution](#)

1771.

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[He Ren's solution](#)

1772.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[He_Ren's solution](#)

1773.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[He_Ren's solution](#)

1774.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-16 · last AC: 2022-03-17 · GNU C++11 (first AC) · Tags: data structures, dp

[He_Ren's solution](#)

1775.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-29 · last AC: 2022-03-15 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, geometry, math

[He_Ren's solution](#)

1776.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[He_Ren's solution](#)

1777.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[He_Ren's solution](#)

1778.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[He_Ren's solution](#)

1779.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[He_Ren's solution](#)

1780.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[He_Ren's solution](#)

1781.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[He_Ren's solution](#)

1782.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[He Ren's solution](#)

1783.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices
[He Ren's solution](#)

1784.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[He Ren's solution](#)

1785.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math
[He Ren's solution](#)

1786.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[He Ren's solution](#)

1787.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[He Ren's solution](#)

1788.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[He Ren's solution](#)

1789.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle
[He Ren's solution](#)

1790.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths
[He Ren's solution](#)

1791.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[He Ren's solution](#)

1792.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2020-08-03 · last AC: 2020-08-04 · GNU C++11 (first AC) · Tags: data structures, trees
[He Ren's solution](#)

1793.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: geometry
[He Ren's solution](#)

1794.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[He Ren's solution](#)

1795.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[He Ren's solution](#)

1796.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[He Ren's solution](#)

1797.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees
[He Ren's solution](#)

1798.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[He Ren's solution](#)

1799.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
[He Ren's solution](#)

1800.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-06-08 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[He Ren's solution](#)

1801.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[He Ren's solution](#)

1802.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[He Ren's solution](#)

1803.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math

[He Ren's solution](#)

1804.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-16 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[He Ren's solution](#)

1805.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-08-24 · last AC: 2022-03-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[He Ren's solution](#)

1806.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[He Ren's solution](#)

1807.

167D

[Wizards and Roads](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3000 · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graph matchings, graphs, greedy

[He Ren's solution](#)

1808.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[He Ren's solution](#)

1809.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[He Ren's solution](#)

1810.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[He Ren's solution](#)

1811.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[He Ren's solution](#)

1812.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[He Ren's solution](#)

1813.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[He Ren's solution](#)

1814.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-11-15 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[He Ren's solution](#)

1815.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[He Ren's solution](#)

1816.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[He Ren's solution](#)

1817.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[He Ren's solution](#)

1818.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[He Ren's solution](#)

1819.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[He Ren's solution](#)

1820.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[He Ren's solution](#)

1821.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, trees

[He Ren's solution](#)

1822.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[He Ren's solution](#)

1823.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices, probabilities

[He Ren's solution](#)

1824.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[He Ren's solution](#)

1825.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1826.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[He Ren's solution](#)

1827.

1815E

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

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[He Ren's solution](#)

1828.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[He Ren's solution](#)

1829.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

1830.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[He Ren's solution](#)

1831.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[He Ren's solution](#)

1832.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[He Ren's solution](#)

1833.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[He Ren's solution](#)

1834.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[He Ren's solution](#)

1835.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[He Ren's solution](#)

1836.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[He Ren's solution](#)

1837.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2021-06-25 · last AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, strings

[He Ren's solution](#)

1838.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[He Ren's solution](#)

1839.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[He Ren's solution](#)

1840.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[He Ren's solution](#)

1841.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[He Ren's solution](#)

1842.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[He Ren's solution](#)

1843.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[He Ren's solution](#)

1844.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[He Ren's solution](#)

1845.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

1846.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-08 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[He Ren's solution](#)

1847.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-02-01 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

1848.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[He Ren's solution](#)

1849.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[He Ren's solution](#)

1850.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[He Ren's solution](#)

1851.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[He Ren's solution](#)

1852.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[He_Ren's solution](#)

1853.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[He_Ren's solution](#)

1854.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[He_Ren's solution](#)

1855.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[He_Ren's solution](#)

1856.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[He_Ren's solution](#)

1857.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[He_Ren's solution](#)

1858.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-06 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[He_Ren's solution](#)

1859.

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, matrices

[He_Ren's solution](#)

1860.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[He_Ren's solution](#)

1861.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[He_Ren's solution](#)

1862.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures

[He_Ren's solution](#)

1863.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[He_Ren's solution](#)

1864.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dp, math

[He_Ren's solution](#)

1865.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[He_Ren's solution](#)

1866.

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[He_Ren's solution](#)

1867.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[He_Ren's solution](#)

1868.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[He_Ren's solution](#)

1869.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[He_Ren's solution](#)

1870.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[He_Ren's solution](#)

1871.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[He_Ren's solution](#)

1872.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

1873.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[He Ren's solution](#)

1874.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[He Ren's solution](#)

1875.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math

[He Ren's solution](#)

1876.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[He Ren's solution](#)

1877.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

1878.

671E

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

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[He Ren's solution](#)

1879.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[He Ren's solution](#)

1880.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-02-05 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[He Ren's solution](#)

1881.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[He Ren's solution](#)

1882.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[He Ren's solution](#)

1883.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-03-01 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[He Ren's solution](#)

1884.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees
[He Ren's solution](#)

1885.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[He Ren's solution](#)

1886.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities
[He Ren's solution](#)

1887.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-05-25 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[He Ren's solution](#)

1888.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures
[He Ren's solution](#)

1889.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[He Ren's solution](#)

1890.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[He Ren's solution](#)

1891.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-01-12 · last AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[He Ren's solution](#)

1892.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-02 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: binary search, data structures, flows, greedy

[He Ren's solution](#)

1893.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-02 · last AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[He Ren's solution](#)

1894.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing

[He Ren's solution](#)

1895.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[He Ren's solution](#)

1896.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[He Ren's solution](#)

1897.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[He Ren's solution](#)

1898.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

1899.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[He Ren's solution](#)

1900.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[He Ren's solution](#)

1901.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, trees

[He Ren's solution](#)

1902.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-11-18 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[He Ren's solution](#)

1903.

1580E

[Railway Construction](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 3400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[He Ren's solution](#)

1904.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[He Ren's solution](#)

1905.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[He Ren's solution](#)

1906.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[He Ren's solution](#)

1907.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[He Ren's solution](#)

1908.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[He Ren's solution](#)

1909.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[He Ren's solution](#)

1910.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[He Ren's solution](#)

1911.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[He Ren's solution](#)

1912.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[He Ren's solution](#)

1913.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[He Ren's solution](#)

1914.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1915.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[He Ren's solution](#)

1916.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[He Ren's solution](#)

1917.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[He Ren's solution](#)

1918.

1098F

[Ab Og Væ 7 F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[He Ren's solution](#)

1919.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[He Ren's solution](#)

1920.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[He Ren's solution](#)

1921.

1158F

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

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-03-08 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: dp, math

[He Ren's solution](#)

1922.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[He Ren's solution](#)

1923.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

1924.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[He Ren's solution](#)

1925.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[He Ren's solution](#)

1926.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: *special

[He Ren's solution](#)

1927.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[He Ren's solution](#)

1928.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[He Ren's solution](#)

1929.

102129I

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

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1930.

102129J

[The Zong of the Zee](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1931.

102129D

[Basis Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1932.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1933.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1934.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1935.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1936.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1937.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1938.

104090I

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

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1939.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1940.

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1941.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1942.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1943.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1944.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1945.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1946.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1947.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1948.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1949.

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1950.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

1951.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

1952.

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1953.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

1954.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1955.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

1956.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1957.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1958.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1959.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

1960.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1961.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1962.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1963.

100218J

[Yet Another Minimal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1964.

100218I

[Roundtrip](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1965.

100218C

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1966.

100218B

[Fixed Point](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1967.

100218E

[Mazes Exit Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1968.

100218A

[Perfect Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1969.

100218D

[Young Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1970.

100218H

[Rent A Car](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1971.

100218F

[Nonequal Parts](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1972.

100218G

[Primitive Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1973.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1974.

100069K

[K-equivalence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1975.

100342B

[Car Wash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1976.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1977.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1978.

100417D

[Circuit Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1979.

100417J

[RSA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1980.

100417B

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1981.

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1982.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1983.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1984.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1985.

100417F

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

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1986.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1987.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1988.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1989.

103855L

[Make Different](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1990.

103855B

[Distance Optimizing Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1991.

103439I

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1992.

103439M

[Many LCS](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1993.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1994.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1995.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

1996.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1997.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

1998.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

1999.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2000.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2001.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

2002.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2003.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2004.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2005.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2006.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2007.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2008.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2009.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2010.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2011.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2012.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2013.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2014.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2015.

100524C

[Catalan Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2016.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2017.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2018.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

2019.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2020.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

2021.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2022.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2023.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2024.

100524A

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

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

2025.

100608C

[Catalan Combinatorial Objects](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2026.

100608I

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2027.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

2028.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2029.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2030.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[He Ren's solution](#)

2031.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2032.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2033.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2034.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2035.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2036.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2037.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2038.

101190C

[Cactus Construction](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2039.

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2040.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2041.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2042.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2043.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2044.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2045.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2046.

undefined219

[Synchrograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2047.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[He Ren's solution](#)

2048.

1662K

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

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[He Ren's solution](#)

2049.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[He Ren's solution](#)

2050.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[He Ren's solution](#)

2051.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[He Ren's solution](#)

2052.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[He Ren's solution](#)

2053.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[He Ren's solution](#)

2054.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs,

implementation, shortest paths

[He Ren's solution](#)

2055.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[He Ren's solution](#)

2056.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[He Ren's solution](#)

2057.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[He Ren's solution](#)

2058.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[He Ren's solution](#)

2059.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[He Ren's solution](#)

2060.

103652F

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

Rating: — · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2061.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2062.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2063.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2064.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2065.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2066.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2067.

100210J

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[He Ren's solution](#)

2068.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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2074.

100959D

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2075.

102978A

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2076.

undefined459

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2077.

undefined482

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Rating: — · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2078.

undefined232

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Rating: — · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2079.

undefined300

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2080.

undefined313

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Rating: — · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

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2081.

undefined438

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Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: *special

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2082.

102978J

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Rating: — · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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2083.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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2084.

undefined514

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Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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2085.

undefined513

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Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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2086.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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2087.

102059B

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Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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2088.

102992J

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Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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2089.

102978I

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Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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2090.

101309H

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Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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2091.

101309F

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

Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

2092.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

2093.

101309A

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2094.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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2095.

100269I

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Rating: — · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

2096.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

2097.

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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2098.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · last AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

2099.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[He Ren's solution](#)

2100.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · last AC: 2020-12-11 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2101.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2102.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · last AC: 2020-11-06 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2103.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2104.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2105.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2106.

100222A

[Addictions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

2107.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

2108.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

2109.

100109B

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

Rating: — · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[He Ren's solution](#)

2110.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2111.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · last AC: 2020-08-17 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2112.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)

2113.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: *special

[He Ren's solution](#)

2114.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, bitmasks

[He Ren's solution](#)

2115.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[He Ren's solution](#)

2116.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, math, number theory

[He Ren's solution](#)

2117.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[He Ren's solution](#)

2118.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: —

[He Ren's solution](#)