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# Unique solved — Ji_Kuai

Links: problem (problemset), Tutorial, submission (first AC).
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**110.**
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1436A
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**112.**
1352A
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**113.**
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1433A
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1422A
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1400A
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**128.**
1392A
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1398A
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1399A
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1391B
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1391A
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1374A
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1369A
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1370A
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1367B
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1360A
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**158.**
1347C
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**159.**
1347A
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**160.**
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1353A
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1345A
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**170.**
1325B
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**171.**
1325A
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1312A
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**177.**
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**181.**
1300A
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1285A
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**187.**
1284A
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1271A
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**191.**
1241A
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**192.**
1250F
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1257A
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**197.**
894A
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**198.**
1249A
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1236A
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**200.**
1176A
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1216A
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1234A
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1230A
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1200A
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**205.**
551A
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**206.**
1102A
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**207.**
214A
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9A
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707A
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**210.**
119A
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**211.**
469A
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897A
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**213.**
595A
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984A
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987A
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1080A
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1139A
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1167A
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**219.**
1064A
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**220.**
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431A
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749A
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509A
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Ji_Kuai's solution

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758A
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677A
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344A
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136A
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**248.**
617A
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263A
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1146A
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705A
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1675B
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Ji_Kuai's solution

**273.**
1559A
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**274.**
1555A
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**276.**
1543A
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1494A
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1440B
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1462C
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1436B
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**294.**
1430A
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math
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1420A
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1406A
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1401A
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1380A
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1373B
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Ji_Kuai's solution

**306.**
1347B
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**307.**
1354A
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1350A
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1351B
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**310.**
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1339A
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1330A
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1326B
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**317.**
567A
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**318.**
1324A
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**319.**
598A
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1321A
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1313A
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1197A
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1283B
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1282A
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**329.**
1272A
**Three Friends** · Tutorial
Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
Ji_Kuai's solution

**330.**
1267B
**Balls of Buma** · Tutorial
Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
Ji_Kuai's solution

**331.**
6A
**Triangle** · Tutorial
Quality: 22,850 global accepts · Rating: 900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
Ji_Kuai's solution

**332.**
1248B
**Grow The Tree** · Tutorial
Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
Ji_Kuai's solution

**333.**
1247A
**Forgetting Things** · Tutorial
Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math
Ji_Kuai's solution

**334.**
115A
**Party** · Tutorial
Quality: 43,367 global accepts · Rating: 900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Ji_Kuai's solution

**335.**
1216B
**Shooting** · Tutorial
Quality: 19,681 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Ji_Kuai's solution

**336.**
1175A
**From Hero to Zero** · Tutorial
Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ji_Kuai's solution

**337.**
496A
**Minimum Difficulty** · Tutorial
Quality: 17,173 global accepts · Rating: 900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
Ji_Kuai's solution

**338.**
1110A
**Parity** · Tutorial
Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math

Ji_Kuai's solution

**339.**
709A
**Juicer** · Tutorial
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Ji_Kuai's solution

**340.**
1095B
**Array Stabilization** · Tutorial
Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**341.**
670A
**Holidays** · Tutorial
Quality: 18,635 global accepts · Rating: 900 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ji_Kuai's solution

**342.**
839A
**Arya and Bran** · Tutorial
Quality: 14,928 global accepts · Rating: 900 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**343.**
768A
**Oath of the Night's Watch** · Tutorial
Quality: 30,845 global accepts · Rating: 900 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Ji_Kuai's solution

**344.**
1204B
**Mislove Has Lost an Array** · Tutorial
Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**345.**
1183B
**Equalize Prices** · Tutorial
Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math
Ji_Kuai's solution

**346.**
572A
**Arrays** · Tutorial
Quality: 18,461 global accepts · Rating: 900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings
Ji_Kuai's solution

**347.**
501A
**Contest** · Tutorial
Quality: 24,289 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**348.**
276A
**Lunch Rush** · Tutorial
Quality: 30,068 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**349.**
320A
**Magic Numbers** · Tutorial
Quality: 45,425 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

Ji_Kuai's solution

**350.**
1141B
**Maximal Continuous Rest** · Tutorial
Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**351.**
34B
**Sale** · Tutorial
Quality: 66,039 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Ji_Kuai's solution

**352.**
913A
**Modular Exponentiation** · Tutorial
Quality: 24,180 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ji_Kuai's solution

**353.**
621A
**Wet Shark and Odd and Even** · Tutorial
Quality: 22,679 global accepts · Rating: 900 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**354.**
588A
**Duff and Meat** · Tutorial
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Ji_Kuai's solution

**355.**
474A
**Keyboard** · Tutorial
Quality: 54,715 global accepts · Rating: 900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**356.**
460A
**Vasya and Socks** · Tutorial
Quality: 52,029 global accepts · Rating: 900 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
Ji_Kuai's solution

**357.**
451A
**Game With Sticks** · Tutorial
Quality: 75,704 global accepts · Rating: 900 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**358.**
405A
**Gravity Flip** · Tutorial
Quality: 126,501 global accepts · Rating: 900 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Ji_Kuai's solution

**359.**
318A
**Even Odds** · Tutorial
Quality: 143,138 global accepts · Rating: 900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
Ji_Kuai's solution

**360.**
337A
**Puzzles** · Tutorial
Quality: 94,925 global accepts · Rating: 900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

Ji_Kuai's solution

**361.**
580A
**Kefa and First Steps** · Tutorial
Quality: 104,710 global accepts · Rating: 900 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
Ji_Kuai's solution

**362.**
160A
**Twins** · Tutorial
Quality: 143,760 global accepts · Rating: 900 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
Ji_Kuai's solution

**363.**
1213A
**Chips Moving** · Tutorial
Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math
Ji_Kuai's solution

**364.**
1999B
**Card Game** · Tutorial
Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
Ji_Kuai's solution

**365.**
1861B
**Two Binary Strings** · Tutorial
Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
Ji_Kuai's solution

**366.**
1790C
**Premutation** · Tutorial
Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
Ji_Kuai's solution

**367.**
1676D
**X-Sum** · Tutorial
Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
Ji_Kuai's solution

**368.**
1674C
**Infinite Replacement** · Tutorial
Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings
Ji_Kuai's solution

**369.**
1153A
**Serval and Bus** · Tutorial
Quality: 12,106 global accepts · Rating: 1000 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Ji_Kuai's solution

**370.**
1613B
**Absent Remainder** · Tutorial
Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Ji_Kuai's solution

**371.**
1611C
**Polycarp Recovers the Permutation** · Tutorial

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**372.**
1593C
**Save More Mice** · Tutorial
Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Ji_Kuai's solution

**373.**
1598B
**Groups** · Tutorial
Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Ji_Kuai's solution

**374.**
1579E1
**Permutation Minimization by Deque** · Tutorial
Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math
Ji_Kuai's solution

**375.**
1569B
**Chess Tournament** · Tutorial
Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**376.**
1550B
**Maximum Cost Deletion** · Tutorial
Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**377.**
1539A
**Contest Start** · Tutorial
Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · Kotlin 1.4 (first AC) · Tags: combinatorics, geometry, greedy, math
Ji_Kuai's solution

**378.**
1520C
**Not Adjacent Matrix** · Tutorial
Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**379.**
1499B
**Binary Removals** · Tutorial
Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
Ji_Kuai's solution

**380.**
1490B
**Balanced Remainders** · Tutorial
Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Ji_Kuai's solution

**381.**
1473B
**String LCM** · Tutorial
Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
Ji_Kuai's solution

**382.**
1485A
**Add and Divide** · Tutorial
Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Ji_Kuai's solution

**383.**
1476A
**K-divisible Sum** · Tutorial
Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
Ji_Kuai's solution

**384.**
1474B
**Different Divisors** · Tutorial
Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
Ji_Kuai's solution

**385.**
822B
**Crossword solving** · Tutorial
Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Ji_Kuai's solution

**386.**
1469B
**Red and Blue** · Tutorial
Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**387.**
1469A
**Regular Bracket Sequence** · Tutorial
Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ji_Kuai's solution

**388.**
1465B
**Fair Numbers** · Tutorial
Rating: 1000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Ji_Kuai's solution

**389.**
920A
**Water The Garden** · Tutorial
Quality: 8,196 global accepts · Rating: 1000 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**390.**
1450B
**Balls of Steel** · Tutorial
Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
Ji_Kuai's solution

**391.**
1447B
**Numbers Box** · Tutorial
Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**392.**
1438B
**Valerii Against Everyone** · Tutorial

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Ji_Kuai's solution

**393.**
1140A
**Detective Book** · Tutorial
Quality: 12,808 global accepts · Rating: 1000 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**394.**
1155A
**Reverse a Substring** · Tutorial
Quality: 25,983 global accepts · Rating: 1000 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
Ji_Kuai's solution

**395.**
1165B
**Polycarp Training** · Tutorial
Quality: 24,292 global accepts · Rating: 1000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ji_Kuai's solution

**396.**
1430C
**Numbers on Whiteboard** · Tutorial
Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
Ji_Kuai's solution

**397.**
1419D1
**Sage's Birthday (easy version)** · Tutorial
Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
Ji_Kuai's solution

**398.**
1418A
**Buying Torches** · Tutorial
Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math
Ji_Kuai's solution

**399.**
1133A
**Middle of the Contest** · Tutorial
Quality: 19,707 global accepts · Rating: 1000 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**400.**
1144C
**Two Shuffled Sequences** · Tutorial
Quality: 16,365 global accepts · Rating: 1000 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Ji_Kuai's solution

**401.**
1395A
**Boboniu Likes to Color Balls** · Tutorial
Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Ji_Kuai's solution

**402.**
1388B
**Captain Flint and a Long Voyage** · Tutorial
Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**403.**
1181A
**Chunga-Changa** · Tutorial
Quality: 14,794 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**404.**
1374C
**Move Brackets** · Tutorial
Quality: 63,949 global accepts · Rating: 1000 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
Ji_Kuai's solution

**405.**
1373A
**Donut Shops** · Tutorial
Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
Ji_Kuai's solution

**406.**
1195B
**Sport Mafia** · Tutorial
Quality: 21,960 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
Ji_Kuai's solution

**407.**
1195A
**Drinks Choosing** · Tutorial
Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**408.**
1362A
**Johnny and Ancient Computer** · Tutorial
Quality: 34,090 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**409.**
1346A
**Color Revolution** · Tutorial
Quality: 2,204 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math
Ji_Kuai's solution

**410.**
1359B
**New Theatre Square** · Tutorial
Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
Ji_Kuai's solution

**411.**
1359A
**Berland Poker** · Tutorial
Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
Ji_Kuai's solution

**412.**
1358B
**Maria Breaks the Self-isolation** · Tutorial
Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
Ji_Kuai's solution

**413.**
1353C
**Board Moves** · Tutorial
Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: math
Ji_Kuai's solution

**414.**
1342A
**Road To Zero** · Tutorial
Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**415.**
515A
**Drazil and Date** · Tutorial
Quality: 21,979 global accepts · Rating: 1000 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math
Ji_Kuai's solution

**416.**
1326A
**Bad Ugly Numbers** · Tutorial
Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
Ji_Kuai's solution

**417.**
1312B
**Bogosort** · Tutorial
Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
Ji_Kuai's solution

**418.**
1197B
**Pillars** · Tutorial
Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Ji_Kuai's solution

**419.**
1300B
**Assigning to Classes** · Tutorial
Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
Ji_Kuai's solution

**420.**
1199A
**City Day** · Tutorial
Quality: 16,299 global accepts · Rating: 1000 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**421.**
1221A
**2048 Game** · Tutorial
Quality: 18,164 global accepts · Rating: 1000 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
Ji_Kuai's solution

**422.**
1293B
**JOE is on TV!** · Tutorial
Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
Ji_Kuai's solution

**423.**
1278A
**Shuffle Hashing** · Tutorial
Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
Ji_Kuai's solution

**424.**
1266B
**Dice Tower** · Tutorial
Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
Ji_Kuai's solution

**425.**
1266A
**Competitive Programmer** · Tutorial
Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
Ji_Kuai's solution

**426.**
1215A
**Yellow Cards** · Tutorial
Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
Ji_Kuai's solution

**427.**
1277A
**Happy Birthday, Polycarp!** · Tutorial
Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**428.**
805C
**Find Amir** · Tutorial
Rating: 1000 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**429.**
805B
**3-palindrome** · Tutorial
Quality: 18,762 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**430.**
1241B
**Strings Equalization** · Tutorial
Rating: 1000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
Ji_Kuai's solution

**431.**
1265A
**Beautiful String** · Tutorial
Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
Ji_Kuai's solution

**432.**
1260A
**Heating** · Tutorial
Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math
Ji_Kuai's solution

**433.**
1252A
**Copying Homework** · Tutorial
Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
Ji_Kuai's solution

**434.**
1253A
**Single Push** · Tutorial
Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**435.**
1244B
**Rooms and Staircases** · Tutorial
Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
Ji_Kuai's solution

**436.**
1257B
**Magic Stick** · Tutorial
Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math
Ji_Kuai's solution

**437.**
1243B1
**Character Swap (Easy Version)** · Tutorial
Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: strings
Ji_Kuai's solution

**438.**
1256A
**Payment Without Change** · Tutorial
Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math
Ji_Kuai's solution

**439.**
1245A
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Ji_Kuai's solution

**548.**
1635C
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**549.**
264A
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Ji_Kuai's solution

**550.**
1619C
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Ji_Kuai's solution

**551.**
1613C
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**552.**
1582C
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Ji_Kuai's solution

**553.**
1598C
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Ji_Kuai's solution

**554.**
1592B
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Ji_Kuai's solution

**555.**
1559C
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**556.**
1539C
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**557.**
1537C
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**558.**
1520D
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Ji_Kuai's solution

**559.**
1512D
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Ji_Kuai's solution

**560.**
1512C
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Ji_Kuai's solution

**561.**
1495A
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Ji_Kuai's solution

**562.**
1491B
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**563.**
1490D
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Ji_Kuai's solution

**564.**
1487B
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Ji_Kuai's solution

**565.**
1485B
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Ji_Kuai's solution

**566.**
908B
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Ji_Kuai's solution

**567.**
1000A
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Ji_Kuai's solution

**568.**
842A
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**569.**
1472D
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Ji_Kuai's solution

**570.**
899B
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Ji_Kuai's solution

**571.**
1017B
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Ji_Kuai's solution

**572.**
920B
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**573.**
961B
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Ji_Kuai's solution

**574.**
1455B
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**575.**
1454C
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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ji_Kuai's solution

**576.**
1140D
**Minimum Triangulation** · Tutorial
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Ji_Kuai's solution

**577.**
1140B
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**578.**
1155B
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**579.**
1437B
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**580.**
1352C
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Ji_Kuai's solution

**581.**
1352B
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**582.**
1433D
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**583.**
1420B
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**584.**
1419B
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Ji_Kuai's solution

**585.**
1406B
**Maximum Product** · Tutorial
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**586.**
1409C
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Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Ji_Kuai's solution

**587.**
1118B
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**588.**
1133C
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Ji_Kuai's solution

**589.**
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**590.**
1392C
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Ji_Kuai's solution

**591.**
1399C
**Boats Competition** · Tutorial
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Ji_Kuai's solution

**592.**
1384A
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**593.**
1099C
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Ji_Kuai's solution

**594.**
1385C
**Make It Good** · Tutorial
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Ji_Kuai's solution

**595.**
787A
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Ji_Kuai's solution

**596.**
327A
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Ji_Kuai's solution

**597.**
1185C1
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Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
Ji_Kuai's solution

**598.**
1185B
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Quality: 14,224 global accepts · Rating: 1200 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
Ji_Kuai's solution

**599.**
1375B
**Neighbor Grid** · Tutorial
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
Ji_Kuai's solution

**600.**
1371B
**Magical Calendar** · Tutorial
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Ji_Kuai's solution

**601.**
1369B
**AccurateLee** · Tutorial
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Ji_Kuai's solution

**602.**
1364A
**XXXXX** · Tutorial
Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
Ji_Kuai's solution

**603.**
1362B
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Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
Ji_Kuai's solution

**604.**
1363A
**Odd Selection** · Tutorial
Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
Ji_Kuai's solution

**605.**
1354B
**Ternary String** · Tutorial
Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
Ji_Kuai's solution

**606.**
1355B
**Young Explorers** · Tutorial
Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
Ji_Kuai's solution

**607.**
1355A
**Sequence with Digits** · Tutorial
Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
Ji_Kuai's solution

**608.**
1343C
**Alternating Subsequence** · Tutorial
Quality: 44,082 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
Ji_Kuai's solution

**609.**
1339B
**Sorted Adjacent Differences** · Tutorial
Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
Ji_Kuai's solution

**610.**
1334A
**Level Statistics** · Tutorial
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Ji_Kuai's solution

**611.**
1328C
**Ternary XOR** · Tutorial
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Ji_Kuai's solution

**612.**
1327B
**Princesses and Princes** · Tutorial
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Ji_Kuai's solution

**613.**
1305B
**Kuroni and Simple Strings** · Tutorial
Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
Ji_Kuai's solution

**614.**
1315C
**Restoring Permutation** · Tutorial
Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**615.**
1221C
**Perfect Team** · Tutorial
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Ji_Kuai's solution

**616.**
1294B
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Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
Ji_Kuai's solution

**617.**
1270B
**Interesting Subarray** · Tutorial
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Ji_Kuai's solution

**618.**
1277B
**Make Them Odd** · Tutorial
Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
Ji_Kuai's solution

**619.**
1272C
**Yet Another Broken Keyboard** · Tutorial
Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
Ji_Kuai's solution

**620.**
1272B
**Snow Walking Robot** · Tutorial
Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Ji_Kuai's solution

**621.**
1262B
**Box** · Tutorial
Rating: 1200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**622.**
1257C
**Dominated Subarray** · Tutorial
Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
Ji_Kuai's solution

**623.**
1205A
**Almost Equal** · Tutorial
Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
Ji_Kuai's solution

**624.**
285C
**Building Permutation** · Tutorial
Quality: 26,335 global accepts · Rating: 1200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
Ji_Kuai's solution

**625.**
454B
**Little Pony and Sort by Shift** · Tutorial
Quality: 19,164 global accepts · Rating: 1200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**626.**
552B
**Vanya and Books** · Tutorial
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Ji_Kuai's solution

**627.**
546B
**Soldier and Badges** · Tutorial
Quality: 18,610 global accepts · Rating: 1200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

sortings
Ji_Kuai's solution

**628.**
459A
**Pashmak and Garden** · Tutorial
Quality: 36,410 global accepts · Rating: 1200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**629.**
474B
**Worms** · Tutorial
Quality: 62,568 global accepts · Rating: 1200 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
Ji_Kuai's solution

**630.**
489B
**BerSU Ball** · Tutorial
Quality: 56,750 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
Ji_Kuai's solution

**631.**
1999E
**Triple Operations** · Tutorial
Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
Ji_Kuai's solution

**632.**
1879C
**Make it Alternating** · Tutorial
Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
Ji_Kuai's solution

**633.**
1676G
**White-Black Balanced Subtrees** · Tutorial
Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
Ji_Kuai's solution

**634.**
1676F
**Longest Strike** · Tutorial
Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
Ji_Kuai's solution

**635.**
1669H
**Maximal AND** · Tutorial
Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Ji_Kuai's solution

**636.**
1675D
**Vertical Paths** · Tutorial
Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
Ji_Kuai's solution

**637.**
1650D
**Twist the Permutation** · Tutorial
Quality: 14,724 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
Ji_Kuai's solution

**638.**
1627B
**Not Sitting** · Tutorial
Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
Ji_Kuai's solution

**639.**
1003C
**Intense Heat** · Tutorial
Quality: 11,529 global accepts · Rating: 1300 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
Ji_Kuai's solution

**640.**
1618D
**Array and Operations** · Tutorial
Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Ji_Kuai's solution

**641.**
1571B
**Epic Novel** · Tutorial
Quality: 760 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math
Ji_Kuai's solution

**642.**
1560D
**Make a Power of Two** · Tutorial
Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
Ji_Kuai's solution

**643.**
1555C
**Coin Rows** · Tutorial
Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
Ji_Kuai's solution

**644.**
1555B
**Two Tables** · Tutorial
Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Ji_Kuai's solution

**645.**
1547D
**Co-growing Sequence** · Tutorial
Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Ji_Kuai's solution

**646.**
1538C
**Number of Pairs** · Tutorial
Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
Ji_Kuai's solution

**647.**
1493B
**Planet Lapituletti** · Tutorial
Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Ji_Kuai's solution

**648.**
1498B
**Box Fitting** · Tutorial
Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
Ji_Kuai's solution

**649.**
598B
**Queries on a String** · Tutorial
Quality: 12,207 global accepts · Rating: 1300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Ji_Kuai's solution

**650.**
844B
**Rectangles** · Tutorial
Quality: 9,047 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Ji_Kuai's solution

**651.**
1470A
**Strange Birthday Party** · Tutorial
Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
Ji_Kuai's solution

**652.**
1466C
**Canine poetry** · Tutorial
Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
Ji_Kuai's solution

**653.**
1459B
**Move and Turn** · Tutorial
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**654.**
946C
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**655.**
1454D
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**656.**
1446A
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Ji_Kuai's solution

**657.**
1155C
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**658.**
1352D
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**659.**
1433E
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**660.**
1165C
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Ji_Kuai's solution

**661.**
1422B
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**662.**
1420C1
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**663.**
900B
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Ji_Kuai's solution

**664.**
1108C
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Ji_Kuai's solution

**665.**
1418B
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Ji_Kuai's solution

**666.**
1407B
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**667.**
1157B
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**668.**
1157C1
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Ji_Kuai's solution

**669.**
1401C
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Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
Ji_Kuai's solution

**670.**
1381A1
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Ji_Kuai's solution

**671.**
1159B
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Ji_Kuai's solution

**672.**
912B
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Quality: 13,839 global accepts · Rating: 1300 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
Ji_Kuai's solution

**673.**
1372B
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Ji_Kuai's solution

**674.**
1371C
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**675.**
1373C
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**676.**
1367C
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Ji_Kuai's solution

**677.**
1187B
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Ji_Kuai's solution

**678.**
1194C
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**679.**
1194B
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**680.**
1364B
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**681.**
1209B
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**682.**
1366B
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Ji_Kuai's solution

**683.**
1365B
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**684.**
1360E
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1360D
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**686.**
1347D
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**687.**
1341B
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**688.**
1335D
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**689.**
515B
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**690.**
1328B
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**691.**
1326C
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**692.**
665C
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**693.**
1323C
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**694.**
1315B
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747C
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**696.**
1307B
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**697.**
1291B
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**698.**
1285B
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**699.**
1294C
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1279B
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Ji_Kuai's solution

**701.**
1271C
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1271B
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**703.**
1265B
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**704.**
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1216D
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**706.**
1217A
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**707.**
1220B
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707B
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**709.**
1236C
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**710.**
1237B
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600B
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**712.**
617B
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**713.**
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**714.**
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**715.**
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Ji_Kuai's solution

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**717.**
189A
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Ji_Kuai's solution

**719.**
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**721.**
1203C
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**722.**
519C
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476B
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**724.**
451B
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478B
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**727.**
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25A
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Ji_Kuai's solution

**729.**
2131E
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Ji_Kuai's solution

**730.**
2131D
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**731.**
1790E
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1735C
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**733.**
1676H1
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**734.**
1644C
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**735.**
1627C
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**736.**
1624D
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**737.**
1579D
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**738.**
1559D1
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Ji_Kuai's solution

**739.**
1551B2
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Ji_Kuai's solution

**740.**
1535C
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**741.**
1526B
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Ji_Kuai's solution

**742.**
1520E
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**743.**
1513B
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Ji_Kuai's solution

**744.**
1494B
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Ji_Kuai's solution

**745.**
1490E
**Accidental Victory** · Tutorial
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Ji_Kuai's solution

**746.**
1475C
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Ji_Kuai's solution

**747.**
981C
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Ji_Kuai's solution

**748.**
1463B
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Ji_Kuai's solution

**749.**
920C
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Ji_Kuai's solution

**750.**
1462D
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Ji_Kuai's solution

**751.**
1461B
**Find the Spruce** · Tutorial
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961C
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**753.**
1453B
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**754.**
1456A
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**755.**
1451C
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**756.**
1452B
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**757.**
1431B
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**758.**
1156A
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Ji_Kuai's solution

**759.**
1421C
**Palindromifier** · Tutorial
Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Ji_Kuai's solution

**760.**
1408B
**Arrays Sum** · Tutorial
Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ji_Kuai's solution

**761.**
1108D
**Diverse Garland** · Tutorial
Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Ji_Kuai's solution

**762.**
1144D
**Equalize Them All** · Tutorial
Quality: 10,839 global accepts · Rating: 1400 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

Ji_Kuai's solution

**763.**
1393B
**Applejack and Storages** · Tutorial
Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ji_Kuai's solution

**764.**
401C
**Team** · Tutorial
Quality: 21,703 global accepts · Rating: 1400 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Ji_Kuai's solution

**765.**
1046F
**Splitting money** · Tutorial
Quality: 3,118 global accepts · Rating: 1400 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**766.**
485A
**Factory** · Tutorial
Quality: 8,769 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices
Ji_Kuai's solution

**767.**
1380C
**Create The Teams** · Tutorial
Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
Ji_Kuai's solution

**768.**
1380B
**Universal Solution** · Tutorial
Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**769.**
1375C
**Element Extermination** · Tutorial
Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
Ji_Kuai's solution

**770.**
1374D
**Zero Remainder Array** · Tutorial
Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers
Ji_Kuai's solution

**771.**
1369C
**RationalLee** · Tutorial
Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
Ji_Kuai's solution

**772.**
1370C
**Number Game** · Tutorial
Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
Ji_Kuai's solution

**773.**
1189C
**Candies!** · Tutorial
Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math
Ji_Kuai's solution

**774.**
1195C
**Basketball Exercise** · Tutorial
Quality: 34,843 global accepts · Rating: 1400 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
Ji_Kuai's solution

**775.**
1365C
**Rotation Matching** · Tutorial
Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ji_Kuai's solution

**776.**
1362C
**Johnny and Another Rating Drop** · Tutorial
Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
Ji_Kuai's solution

**777.**
1363B
**Subsequence Hate** · Tutorial
Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
Ji_Kuai's solution

**778.**
1346B
**Boot Camp** · Tutorial
Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Ji_Kuai's solution

**779.**
1354C1
**Simple Polygon Embedding** · Tutorial
Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search
Ji_Kuai's solution

**780.**
1355D
**Game With Array** · Tutorial
Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
Ji_Kuai's solution

**781.**
1350B
**Orac and Models** · Tutorial
Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
Ji_Kuai's solution

**782.**
1351C
**Skier** · Tutorial
Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
Ji_Kuai's solution

**783.**
1348B
**Phoenix and Beauty** · Tutorial

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Ji_Kuai's solution

**784.**
1330B
**Dreamoon Likes Permutations** · Tutorial
Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
Ji_Kuai's solution

**785.**
1332B
**Composite Coloring** · Tutorial
Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
Ji_Kuai's solution

**786.**
1324D
**Pair of Topics** · Tutorial
Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
Ji_Kuai's solution

**787.**
1312C
**Adding Powers** · Tutorial
Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
Ji_Kuai's solution

**788.**
1316B
**String Modification** · Tutorial
Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
Ji_Kuai's solution

**789.**
1321B
**Journey Planning** · Tutorial
Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
Ji_Kuai's solution

**790.**
1197C
**Array Splitting** · Tutorial
Quality: 15,248 global accepts · Rating: 1400 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
Ji_Kuai's solution

**791.**
1250A
**Berstagram** · Tutorial
Quality: 4,416 global accepts · Rating: 1400 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**792.**
1303B
**National Project** · Tutorial
Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math
Ji_Kuai's solution

**793.**
699C
**Vacations** · Tutorial
Rating: 1400 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

Ji_Kuai's solution

**794.**
1285C
**Fadi and LCM** · Tutorial
Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
Ji_Kuai's solution

**795.**
1270C
**Make Good** · Tutorial
Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Ji_Kuai's solution

**796.**
1293C
**NEKO's Maze Game** · Tutorial
Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
Ji_Kuai's solution

**797.**
1279C
**Stack of Presents** · Tutorial
Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
Ji_Kuai's solution

**798.**
1266C
**Diverse Matrix** · Tutorial
Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Ji_Kuai's solution

**799.**
1277C
**As Simple as One and Two** · Tutorial
Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**800.**
805D
**Minimum number of steps** · Tutorial
Rating: 1400 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
Ji_Kuai's solution

**801.**
1256B
**Minimize the Permutation** · Tutorial
Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**802.**
1245C
**Constanze's Machine** · Tutorial
Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
Ji_Kuai's solution

**803.**
1167C
**News Distribution** · Tutorial
Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
Ji_Kuai's solution

**804.**
1263B
**PIN Codes** · Tutorial

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Ji_Kuai's solution

**805.**
1263C
**Everyone is a Winner!** · Tutorial
Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
Ji_Kuai's solution

**806.**
1200C
**Round Corridor** · Tutorial
Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Ji_Kuai's solution

**807.**
1215B
**The Number of Products** · Tutorial
Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation
Ji_Kuai's solution

**808.**
1214A
**Optimal Currency Exchange** · Tutorial
Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
Ji_Kuai's solution

**809.**
1228B
**Filling the Grid** · Tutorial
Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
Ji_Kuai's solution

**810.**
1251B
**Binary Palindromes** · Tutorial
Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
Ji_Kuai's solution

**811.**
1999G1
**Ruler (easy version)** · Tutorial
Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
Ji_Kuai's solution

**812.**
1999F
**Expected Median** · Tutorial
Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
Ji_Kuai's solution

**813.**
1872E
**Data Structures Fan** · Tutorial
Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp
Ji_Kuai's solution

**814.**
1676H2
**Maximum Crossings (Hard Version)** · Tutorial
Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
Ji_Kuai's solution

**815.**
1675E
**Replace With the Previous, Minimize** · Tutorial
Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings
Ji_Kuai's solution

**816.**
1651C
**Fault-tolerant Network** · Tutorial
Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
Ji_Kuai's solution

**817.**
1621B
**Integers Shop** · Tutorial
Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
Ji_Kuai's solution

**818.**
553A
**Kyoya and Colored Balls** · Tutorial
Quality: 9,835 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ji_Kuai's solution

**819.**
166E
**Tetrahedron** · Tutorial
Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
Ji_Kuai's solution

**820.**
1579C
**Ticks** · Tutorial
Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
Ji_Kuai's solution

**821.**
545C
**Woodcutters** · Tutorial
Quality: 32,880 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**822.**
455A
**Boredom** · Tutorial
Quality: 71,998 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**823.**
1569C
**Jury Meeting** · Tutorial
Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Ji_Kuai's solution

**824.**
1551C
**Interesting Story** · Tutorial
Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
Ji_Kuai's solution

**825.**
1547E
**Air Conditioners** · Tutorial
Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation,

shortest paths, sortings, two pointers
Ji_Kuai's solution

**826.**
1542B
**Plus and Multiply** · Tutorial
Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Ji_Kuai's solution

**827.**
1538F
**Interesting Function** · Tutorial
Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
Ji_Kuai's solution

**828.**
1499C
**Minimum Grid Path** · Tutorial
Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
Ji_Kuai's solution

**829.**
609C
**Load Balancing** · Tutorial
Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ji_Kuai's solution

**830.**
1492C
**Maximum width** · Tutorial
Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
Ji_Kuai's solution

**831.**
1486B
**Eastern Exhibition** · Tutorial
Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
Ji_Kuai's solution

**832.**
1490F
**Equalize the Array** · Tutorial
Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Ji_Kuai's solution

**833.**
1487D
**Pythagorean Triples** · Tutorial
Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
Ji_Kuai's solution

**834.**
1487C
**Minimum Ties** · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
Ji_Kuai's solution

**835.**
1473C
**No More Inversions** · Tutorial
Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ji_Kuai's solution

**836.**
877B
**Nikita and string** · Tutorial
Quality: 11,929 global accepts · Rating: 1500 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
Ji_Kuai's solution

**837.**
1000B
**Light It Up** · Tutorial
Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**838.**
884C
**Bertown Subway** · Tutorial
Quality: 5,170 global accepts · Rating: 1500 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math
Ji_Kuai's solution

**839.**
858B
**Which floor?** · Tutorial
Quality: 4,106 global accepts · Rating: 1500 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Ji_Kuai's solution

**840.**
812C
**Sagheer and Nubian Market** · Tutorial
Quality: 17,500 global accepts · Rating: 1500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
Ji_Kuai's solution

**841.**
960B
**Minimize the error** · Tutorial
Quality: 12,398 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ji_Kuai's solution

**842.**
1466D
**13th Labour of Heracles** · Tutorial
Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
Ji_Kuai's solution

**843.**
1462E1
**Close Tuples (easy version)** · Tutorial
Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
Ji_Kuai's solution

**844.**
1461C
**Random Events** · Tutorial
Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Ji_Kuai's solution

**845.**
1431D
**Used Markers** · Tutorial
Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Ji_Kuai's solution

**846.**
1444A
**Division** · Tutorial
Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
Ji_Kuai's solution

**847.**
1436C
**Binary Search** · Tutorial
Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics
Ji_Kuai's solution

**848.**
1352E
**Special Elements** · Tutorial
Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
Ji_Kuai's solution

**849.**
1158A
**The Party and Sweets** · Tutorial
Quality: 8,340 global accepts · Rating: 1500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
Ji_Kuai's solution

**850.**
1408C
**Discrete Acceleration** · Tutorial
Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
Ji_Kuai's solution

**851.**
1426D
**Non-zero Segments** · Tutorial
Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Ji_Kuai's solution

**852.**
1416A
**k-Amazing Numbers** · Tutorial
Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Ji_Kuai's solution

**853.**
1166C
**A Tale of Two Lands** · Tutorial
Quality: 11,036 global accepts · Rating: 1500 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
Ji_Kuai's solution

**854.**
1419D2
**Sage's Birthday (hard version)** · Tutorial
Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
Ji_Kuai's solution

**855.**
1419C
**Killjoy** · Tutorial
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Ji_Kuai's solution

**856.**
1418C
**Mortal Kombat Tower** · Tutorial
Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
Ji_Kuai's solution

**857.**
1404A
**Balanced Bitstring** · Tutorial
Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Ji_Kuai's solution

**858.**
1409D
**Decrease the Sum of Digits** · Tutorial
Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**859.**
1133D
**Zero Quantity Maximization** · Tutorial
Quality: 16,459 global accepts · Rating: 1500 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
Ji_Kuai's solution

**860.**
1400C
**Binary String Reconstruction** · Tutorial
Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
Ji_Kuai's solution

**861.**
1399D
**Binary String To Subsequences** · Tutorial
Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ji_Kuai's solution

**862.**
1391C
**Cyclic Permutations** · Tutorial
Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
Ji_Kuai's solution

**863.**
1389C
**Good String** · Tutorial
Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
Ji_Kuai's solution

**864.**
1379B
**Dubious Cyrpto** · Tutorial
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1250L
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**901.**
1265C
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835C
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510C
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1407C
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1347E
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**986.**
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Ji_Kuai's solution

**987.**
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Ji_Kuai's solution

**988.**
616C
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Ji_Kuai's solution

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817C
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Ji_Kuai's solution

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Ji_Kuai's solution

**991.**
1198B
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**992.**
735C
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Ji_Kuai's solution

**993.**
898D
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**994.**
856A
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Ji_Kuai's solution

**995.**
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Ji_Kuai's solution

**996.**
1199C
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Ji_Kuai's solution

**997.**
1217B
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Ji_Kuai's solution

**999.**
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Ji_Kuai's solution

**1000.**
1294D
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Ji_Kuai's solution

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1281B
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**1002.**
1282B2
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Ji_Kuai's solution

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Ji_Kuai's solution

**1004.**
1262D1
**Optimal Subsequences (Easy Version)** · Tutorial
Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
Ji_Kuai's solution

**1005.**
1196D2
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Ji_Kuai's solution

**1006.**
1213D2
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Ji_Kuai's solution

**1007.**
1243B2
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Ji_Kuai's solution

**1008.**
1247C
**p-binary** · Tutorial
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Ji_Kuai's solution

**1009.**
1251C
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Ji_Kuai's solution

**1010.**
632C
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Quality: 10,436 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
Ji_Kuai's solution

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Ji_Kuai's solution

**1012.**
1999G2
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Ji_Kuai's solution

**1013.**
1879D
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Ji_Kuai's solution

**1014.**
1735D
**Meta-set** · Tutorial
Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
Ji_Kuai's solution

**1015.**
1153C
**Serval and Parenthesis Sequence** · Tutorial
Quality: 7,793 global accepts · Rating: 1700 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Ji_Kuai's solution

**1016.**
1644D
**Cross Coloring** · Tutorial
Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · Kotlin 1.4 (first AC) · Tags: data structures, implementation, math
Ji_Kuai's solution

**1017.**
1626C
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Ji_Kuai's solution

**1018.**
1625C
**Road Optimization** · Tutorial
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Ji_Kuai's solution

**1019.**
1621C
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Ji_Kuai's solution

**1020.**
489D
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Ji_Kuai's solution

**1021.**
1619E
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Ji_Kuai's solution

**1022.**
1618E
**Singers' Tour** · Tutorial
Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ji_Kuai's solution

**1023.**
126B
**Password** · Tutorial
Quality: 24,773 global accepts · Rating: 1700 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
Ji_Kuai's solution

**1024.**
711C
**Coloring Trees** · Tutorial
Quality: 9,346 global accepts · Rating: 1700 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1025.**
225C
**Barcode** · Tutorial
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Ji_Kuai's solution

**1026.**
1598D
**Training Session** · Tutorial
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Ji_Kuai's solution

**1027.**
1571E
**Fix the String** · Tutorial
Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy
Ji_Kuai's solution

**1028.**
1592C
**Bakry and Partitioning** · Tutorial
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Ji_Kuai's solution

**1029.**
4D
**Mysterious Present** · Tutorial
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Ji_Kuai's solution

**1030.**
339C
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**1031.**
118D
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**1032.**
1579F
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Ji_Kuai's solution

**1033.**
1579E2
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Ji_Kuai's solution

**1034.**
474D
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**1035.**
1554B
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Ji_Kuai's solution

**1036.**
1551D1
**Domino (easy version)** · Tutorial
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**1037.**
1550C
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Ji_Kuai's solution

**1038.**
1543D1
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Ji_Kuai's solution

**1039.**
1537D
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**1040.**
1512G
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Ji_Kuai's solution

**1041.**
1491C
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**1042.**
1479A
**Searching Local Minimum** · Tutorial
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Ji_Kuai's solution

**1043.**
1478C
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Ji_Kuai's solution

**1044.**
1473D
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Ji_Kuai's solution

**1045.**
1485C
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Ji_Kuai's solution

**1046.**
1000C
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Ji_Kuai's solution

**1047.**
1474C
**Array Destruction** · Tutorial
Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
Ji_Kuai's solution

**1048.**
1467B
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Ji_Kuai's solution

**1049.**
798C
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Ji_Kuai's solution

**1050.**
734D
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Ji_Kuai's solution

**1051.**
1472E
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Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
Ji_Kuai's solution

**1052.**
850A
**Five Dimensional Points** · Tutorial
Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
Ji_Kuai's solution

**1053.**
1217C
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Quality: 7,857 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
Ji_Kuai's solution

**1054.**
1469D
**Ceil Divisions** · Tutorial
Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Ji_Kuai's solution

**1055.**
1464A
**Peaceful Rooks** · Tutorial
Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
Ji_Kuai's solution

**1056.**
1462E2
**Close Tuples (hard version)** · Tutorial
Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
Ji_Kuai's solution

**1057.**
1451D
**Circle Game** · Tutorial
Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
Ji_Kuai's solution

**1058.**
1453C
**Triangles** · Tutorial
Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ji_Kuai's solution

**1059.**
1256C
**Platforms Jumping** · Tutorial
Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: greedy
Ji_Kuai's solution

**1060.**
1434B
**Shurikens** · Tutorial
Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
Ji_Kuai's solution

**1061.**
1169C
**Increasing by Modulo** · Tutorial
Rating: 1700 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Ji_Kuai's solution

**1062.**
1430D
**String Deletion** · Tutorial
Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

two pointers
Ji_Kuai's solution

**1063.**
947A
**Primal Sport** · Tutorial
Rating: 1700 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Ji_Kuai's solution

**1064.**
1422C
**Bargain** · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ji_Kuai's solution

**1065.**
464A
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Quality: 6,235 global accepts · Rating: 1700 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Ji_Kuai's solution

**1066.**
900C
**Remove Extra One** · Tutorial
Quality: 5,007 global accepts · Rating: 1700 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
Ji_Kuai's solution

**1067.**
1406C
**Link Cut Centroids** · Tutorial
Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
Ji_Kuai's solution

**1068.**
1118C
**Palindromic Matrix** · Tutorial
Quality: 6,101 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Ji_Kuai's solution

**1069.**
1118E
**Yet Another Ball Problem** · Tutorial
Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Ji_Kuai's solution

**1070.**
1118D1
**Coffee and Coursework (Easy version)** · Tutorial
Quality: 6,085 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Ji_Kuai's solution

**1071.**
1118D2
**Coffee and Coursework (Hard Version)** · Tutorial
Quality: 6,801 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Ji_Kuai's solution

**1072.**
1157E
**Minimum Array** · Tutorial
Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Ji_Kuai's solution

**1073.**
1157C2
**Increasing Subsequence (hard version)** · Tutorial
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Ji_Kuai's solution

**1074.**
1144F
**Graph Without Long Directed Paths** · Tutorial
Quality: 14,120 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
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**1075.**
1400B
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Ji_Kuai's solution

**1076.**
1393C
**Pinkie Pie Eats Patty-cakes** · Tutorial
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Ji_Kuai's solution

**1077.**
1383A
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Ji_Kuai's solution

**1078.**
1381A2
**Prefix Flip (Hard Version)** · Tutorial
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Ji_Kuai's solution

**1079.**
1176E
**Cover it!** · Tutorial
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Ji_Kuai's solution

**1080.**
852G
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Ji_Kuai's solution

**1081.**
1131F
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Ji_Kuai's solution

**1082.**
1102E
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Ji_Kuai's solution

**1083.**
1185D
**Extra Element** · Tutorial
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Ji_Kuai's solution

**1084.**
1185C2
**Exam in BerSU (hard version)** · Tutorial
Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
Ji_Kuai's solution

**1085.**
1368D
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Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
Ji_Kuai's solution

**1086.**
1194D
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Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math
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**1087.**
1209D
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Ji_Kuai's solution

**1088.**
1202B
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Quality: 4,844 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths
Ji_Kuai's solution

**1089.**
1365D
**Solve The Maze** · Tutorial
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Ji_Kuai's solution

**1090.**
1362D
**Johnny and Contribution** · Tutorial
Rating: 1700 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
Ji_Kuai's solution

**1091.**
1346E
**Magic Tricks** · Tutorial
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Ji_Kuai's solution

**1092.**
1360F
**Spy-string** · Tutorial
Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
Ji_Kuai's solution

**1093.**
1359C
**Mixing Water** · Tutorial

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
Ji_Kuai's solution

**1094.**
427C
**Checkposts** · Tutorial
Quality: 16,906 global accepts · Rating: 1700 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers
Ji_Kuai's solution

**1095.**
1343D
**Constant Palindrome Sum** · Tutorial
Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
Ji_Kuai's solution

**1096.**
1337D
**Xenia and Colorful Gems** · Tutorial
Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings
Ji_Kuai's solution

**1097.**
1335E1
**Three Blocks Palindrome (easy version)** · Tutorial
Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Ji_Kuai's solution

**1098.**
1330D
**Dreamoon Likes Sequences** · Tutorial
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Ji_Kuai's solution

**1099.**
1332D
**Walk on Matrix** · Tutorial
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Ji_Kuai's solution

**1100.**
1325D
**Ehab the Xorcist** · Tutorial
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Ji_Kuai's solution

**1101.**
1324E
**Sleeping Schedule** · Tutorial
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Ji_Kuai's solution

**1102.**
1312D
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Ji_Kuai's solution

**1103.**
1321D
**Navigation System** · Tutorial
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Ji_Kuai's solution

**1104.**
1310A
**Recommendations** · Tutorial
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Ji_Kuai's solution

**1105.**
1313B
**Different Rules** · Tutorial
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Ji_Kuai's solution

**1106.**
578A
**A Problem about Polyline** · Tutorial
Quality: 4,955 global accepts · Rating: 1700 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
Ji_Kuai's solution

**1107.**
1301C
**Ayoub's function** · Tutorial
Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
Ji_Kuai's solution

**1108.**
617D
**Polyline** · Tutorial
Quality: 4,438 global accepts · Rating: 1700 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
Ji_Kuai's solution

**1109.**
279C
**Ladder** · Tutorial
Quality: 8,925 global accepts · Rating: 1700 · first AC: 2020-02-08 · last AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
Ji_Kuai's solution

**1110.**
818D
**Multicolored Cars** · Tutorial
Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
Ji_Kuai's solution

**1111.**
1295B
**Infinite Prefixes** · Tutorial
Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
Ji_Kuai's solution

**1112.**
1293D
**Aroma's Search** · Tutorial
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Ji_Kuai's solution

**1113.**
1279D
**Santa's Bot** · Tutorial
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Ji_Kuai's solution

**1114.**
1281C
**Cut and Paste** · Tutorial
Rating: 1700 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
Ji_Kuai's solution

**1115.**
1269C
**Long Beautiful Integer** · Tutorial
Rating: 1700 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Ji_Kuai's solution

**1116.**
1278C
**Berry Jam** · Tutorial
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Ji_Kuai's solution

**1117.**
1253D
**Harmonious Graph** · Tutorial
Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Ji_Kuai's solution

**1118.**
1254A
**Feeding Chicken** · Tutorial
Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Ji_Kuai's solution

**1119.**
1260C
**Infinite Fence** · Tutorial
Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
Ji_Kuai's solution

**1120.**
1216C
**White Sheet** · Tutorial
Quality: 10,364 global accepts · Rating: 1700 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: geometry, math
Ji_Kuai's solution

**1121.**
1249E
**By Elevator or Stairs?** · Tutorial
Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths
Ji_Kuai's solution

**1122.**
801C
**Voltage Keepsake** · Tutorial
Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
Ji_Kuai's solution

**1123.**
1910D
**Remove and Add** · Tutorial
Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy
Ji_Kuai's solution

**1124.**
1872F
**Selling a Menagerie** · Tutorial

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math
Ji_Kuai's solution

**1125.**
1861D
**Sorting By Multiplication** · Tutorial
Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**1126.**
1674F
**Desktop Rearrangement** · Tutorial
Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
Ji_Kuai's solution

**1127.**
1675F
**Vlad and Unfinished Business** · Tutorial
Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Ji_Kuai's solution

**1128.**
1635D
**Infinite Set** · Tutorial
Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
Ji_Kuai's solution

**1129.**
371D
**Vessels** · Tutorial
Quality: 6,477 global accepts · Rating: 1800 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
Ji_Kuai's solution

**1130.**
459D
**Pashmak and Parmida's problem** · Tutorial
Quality: 12,813 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
Ji_Kuai's solution

**1131.**
1619D
**New Year's Problem** · Tutorial
Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Ji_Kuai's solution

**1132.**
721C
**Journey** · Tutorial
Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
Ji_Kuai's solution

**1133.**
543A
**Writing Code** · Tutorial
Quality: 8,838 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1134.**
1582F1
**Korney Korneevich and XOR (easy version)** · Tutorial
Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
Ji_Kuai's solution

**1135.**
1571D
**Sweepstake** · Tutorial
Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math
Ji_Kuai's solution

**1136.**
1571C
**Rhyme** · Tutorial
Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation
Ji_Kuai's solution

**1137.**
161D
**Distance in Tree** · Tutorial
Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-12-06 · last AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
Ji_Kuai's solution

**1138.**
986B
**Petr and Permutations** · Tutorial
Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Ji_Kuai's solution

**1139.**
922D
**Robot Vacuum Cleaner** · Tutorial
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Ji_Kuai's solution

**1140.**
1560E
**Polycarp and String Transformation** · Tutorial
Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings
Ji_Kuai's solution

**1141.**
1554D
**Diane** · Tutorial
Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Ji_Kuai's solution

**1142.**
1554C
**Mikasa** · Tutorial
Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation
Ji_Kuai's solution

**1143.**
1535D
**Playoff Tournament** · Tutorial
Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
Ji_Kuai's solution

**1144.**
1525D
**Armchairs** · Tutorial
Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
Ji_Kuai's solution

**1145.**
1488B
**RBS Deletion** · Tutorial
Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Ji_Kuai's solution

**1146.**
873D
**Merge Sort** · Tutorial
Quality: 4,032 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
Ji_Kuai's solution

**1147.**
847E
**Packmen** · Tutorial
Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
Ji_Kuai's solution

**1148.**
914C
**Travelling Salesman and Special Numbers** · Tutorial
Quality: 4,210 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
Ji_Kuai's solution

**1149.**
402D
**Upgrading Array** · Tutorial
Quality: 2,787 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
Ji_Kuai's solution

**1150.**
200D
**Programming Language** · Tutorial
Quality: 1,054 global accepts · Rating: 1800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, expression parsing, implementation
Ji_Kuai's solution

**1151.**
600C
**Make Palindrome** · Tutorial
Quality: 7,082 global accepts · Rating: 1800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Ji_Kuai's solution

**1152.**
1491D
**Zookeeper and The Infinite Zoo** · Tutorial
Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Ji_Kuai's solution

**1153.**
1477A
**Nezzar and Board** · Tutorial
Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Ji_Kuai's solution

**1154.**
1475D
**Cleaning the Phone** · Tutorial
Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
Ji_Kuai's solution

**1155.**
743D
**Chloe and pleasant prizes** · Tutorial
Quality: 4,730 global accepts · Rating: 1800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
Ji_Kuai's solution

**1156.**
869C
**The Intriguing Obsession** · Tutorial
Quality: 5,204 global accepts · Rating: 1800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ji_Kuai's solution

**1157.**
845D
**Driving Test** · Tutorial
Quality: 2,576 global accepts · Rating: 1800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ji_Kuai's solution

**1158.**
626D
**Jerry's Protest** · Tutorial
Quality: 3,161 global accepts · Rating: 1800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities
Ji_Kuai's solution

**1159.**
983B
**XOR-pyramid** · Tutorial
Quality: 6,309 global accepts · Rating: 1800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1160.**
933A
**A Twisty Movement** · Tutorial
Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1161.**
1466E
**Apollo versus Pan** · Tutorial
Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
Ji_Kuai's solution

**1162.**
1463C
**Busy Robot** · Tutorial
Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ji_Kuai's solution

**1163.**
1462F
**The Treasure of The Segments** · Tutorial
Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Ji_Kuai's solution

**1164.**
946D
**Timetable** · Tutorial
Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1165.**
281D
**Maximum Xor Secondary** · Tutorial
Rating: 1800 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
Ji_Kuai's solution

**1166.**
1450D
**Rating Compression** · Tutorial
Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
Ji_Kuai's solution

**1167.**
1446B
**Catching Cheaters** · Tutorial
Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Ji_Kuai's solution

**1168.**
1442A
**Extreme Subtraction** · Tutorial
Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
Ji_Kuai's solution

**1169.**
1442B
**Identify the Operations** · Tutorial
Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
Ji_Kuai's solution

**1170.**
1156B
**Ugly Pairs** · Tutorial
Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
Ji_Kuai's solution

**1171.**
1437C
**Chef Monocarp** · Tutorial
Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
Ji_Kuai's solution

**1172.**
939E
**Maximize!** · Tutorial
Quality: 3,538 global accepts · Rating: 1800 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers
Ji_Kuai's solution

**1173.**
830A
**Office Keys** · Tutorial
Quality: 8,236 global accepts · Rating: 1800 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
Ji_Kuai's solution

**1174.**
947C
**Perfect Security** · Tutorial
Rating: 1800 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees
Ji_Kuai's solution

**1175.**
1426E
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899D
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888E
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**1197.**
1367D
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**1198.**
1187C
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1339D
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1328D
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1326D2
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1324F
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1650E
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607B
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448C
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**1235.**
1560F1
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**1236.**
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Ji_Kuai's solution

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1512F
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982D
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25D
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1172B
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1479B1
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1477B
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1486C2
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1490G
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1475G
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Ji_Kuai's solution

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1000D
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Ji_Kuai's solution

**1253.**
1467C
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Ji_Kuai's solution

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566D
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Ji_Kuai's solution

**1255.**
1470B
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1012C
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Ji_Kuai's solution

**1257.**
1463D
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greedy, two pointers
Ji_Kuai's solution

**1258.**
961E
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Ji_Kuai's solution

**1259.**
1453D
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Ji_Kuai's solution

**1260.**
1155D
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Quality: 7,721 global accepts · Rating: 1900 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
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**1261.**
1444B
**Divide and Sum** · Tutorial
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Ji_Kuai's solution

**1262.**
1436D
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**1263.**
1434A
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**1264.**
1421D
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**1265.**
1430E
**String Reversal** · Tutorial
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**1266.**
1404B
**Tree Tag** · Tutorial
Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
Ji_Kuai's solution

**1267.**
1133F2
**Spanning Tree with One Fixed Degree** · Tutorial
Quality: 3,825 global accepts · Rating: 1900 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy
Ji_Kuai's solution

**1268.**
1157D
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**1269.**
1144E
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1400D
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**1272.**
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**1273.**
1383B
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**1274.**
327D
**Block Tower** · Tutorial
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**1275.**
731F
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**1276.**
191C
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5C
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structures, dp, greedy, sortings, strings
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1181C
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633C
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**1280.**
1375D
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1371E1
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1369D
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1367E
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1361B
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1202D
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1365E
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1358D
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1348D
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1328E
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**1293.**
1092F
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Ji_Kuai's solution

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1311F
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Ji_Kuai's solution

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1305D
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**1296.**
1313C2
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1238D
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strings
Ji_Kuai's solution

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1197D
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Ji_Kuai's solution

**1299.**
505C
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1307D
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Ji_Kuai's solution

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803D
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**1302.**
1303D
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**1303.**
796C
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**1304.**
1063C
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Ji_Kuai's solution

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803C
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1294E
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1285D
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Ji_Kuai's solution

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1272E
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Ji_Kuai's solution

**1309.**
1265D
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Ji_Kuai's solution

**1310.**
1243D
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Ji_Kuai's solution

**1311.**
2052J
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1910F
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Ji_Kuai's solution

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1872G
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Ji_Kuai's solution

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47C
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Ji_Kuai's solution

**1315.**
1674G
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Ji_Kuai's solution

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1674E
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**1317.**
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Ji_Kuai's solution

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interactive
Ji_Kuai's solution

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1624E
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Ji_Kuai's solution

**1320.**
235B
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Ji_Kuai's solution

**1321.**
487B
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Ji_Kuai's solution

**1322.**
1619G
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Ji_Kuai's solution

**1323.**
1619F
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Ji_Kuai's solution

**1324.**
1618F
**Reverse** · Tutorial
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**1325.**
380C
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Ji_Kuai's solution

**1326.**
453B
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Ji_Kuai's solution

**1327.**
461B
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Ji_Kuai's solution

**1328.**
1613E
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Ji_Kuai's solution

**1329.**
1582E
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**1330.**
1571F
**Kotlinforces** · Tutorial
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Ji_Kuai's solution

**1331.**
1551E
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Ji_Kuai's solution

**1332.**
1525C
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Ji_Kuai's solution

**1333.**
1493C
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Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
Ji_Kuai's solution

**1334.**
899E
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Ji_Kuai's solution

**1335.**
1266D
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Ji_Kuai's solution

**1336.**
374D
**Inna and Sequence** · Tutorial
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Ji_Kuai's solution

**1337.**
629D
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Ji_Kuai's solution

**1338.**
1257E
**The Contest** · Tutorial
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Ji_Kuai's solution

**1339.**
900D
**Unusual Sequences** · Tutorial
Quality: 3,790 global accepts · Rating: 2000 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
Ji_Kuai's solution

**1340.**
598E
**Chocolate Bar** · Tutorial
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Ji_Kuai's solution

**1341.**
1487E
**Cheap Dinner** · Tutorial
Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
Ji_Kuai's solution

**1342.**
1481D
**AB Graph** · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Ji_Kuai's solution

**1343.**
786A
**Berzerk** · Tutorial
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Ji_Kuai's solution

**1344.**
1458B
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Ji_Kuai's solution

**1345.**
920F
**SUM and REPLACE** · Tutorial
Quality: 8,602 global accepts · Rating: 2000 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
Ji_Kuai's solution

**1346.**
961D
**Pair Of Lines** · Tutorial
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Ji_Kuai's solution

**1347.**
1456B
**XOR-gun** · Tutorial
Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
Ji_Kuai's solution

**1348.**
1454E
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Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
Ji_Kuai's solution

**1349.**
1451E1
**Bitwise Queries (Easy Version)** · Tutorial
Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Ji_Kuai's solution

**1350.**
1438C
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Ji_Kuai's solution

**1351.**
1431E
**Chess Match** · Tutorial
Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
Ji_Kuai's solution

**1352.**
1156C
**Match Points** · Tutorial
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Ji_Kuai's solution

**1353.**
938D
**Buy a Ticket** · Tutorial
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Ji_Kuai's solution

**1354.**
1416C
**XOR Inverse** · Tutorial
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Ji_Kuai's solution

**1355.**
1408D
**Searchlights** · Tutorial
Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
Ji_Kuai's solution

**1356.**
1426F
**Number of Subsequences** · Tutorial
Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
Ji_Kuai's solution

**1357.**
1416B
**Make Them Equal** · Tutorial
Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ji_Kuai's solution

**1358.**
1157F
**Maximum Balanced Circle** · Tutorial
Quality: 2,881 global accepts · Rating: 2000 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
Ji_Kuai's solution

**1359.**
1399E1
**Weights Division (easy version)** · Tutorial
Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Ji_Kuai's solution

**1360.**
1388D
**Captain Flint and Treasure** · Tutorial
Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
Ji_Kuai's solution

**1361.**
118E
**Bertown roads** · Tutorial
Quality: 8,437 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
Ji_Kuai's solution

**1362.**
689E
**Mike and Geometry Problem** · Tutorial
Quality: 2,131 global accepts · Rating: 2000 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
Ji_Kuai's solution

**1363.**
555B
**Case of Fugitive** · Tutorial
Quality: 4,083 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ji_Kuai's solution

**1364.**
427E
**Police Patrol** · Tutorial
Quality: 1,612 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search
Ji_Kuai's solution

**1365.**
314B
**Sereja and Periods** · Tutorial
Quality: 1,619 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, strings
Ji_Kuai's solution

**1366.**
1379C
**Choosing flowers** · Tutorial
Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
Ji_Kuai's solution

**1367.**
1385E
**Directing Edges** · Tutorial
Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ji_Kuai's solution

**1368.**
1029F
**Multicolored Markers** · Tutorial
Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
Ji_Kuai's solution

**1369.**
940E
**Cashback** · Tutorial
Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
Ji_Kuai's solution

**1370.**
958A2
**Death Stars (medium)** · Tutorial
Quality: 1,058 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
Ji_Kuai's solution

**1371.**
1185E
**Polycarp and Snakes** · Tutorial
Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
Ji_Kuai's solution

**1372.**
1370D
**Odd-Even Subsequence** · Tutorial
Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
Ji_Kuai's solution

**1373.**
1366D
**Two Divisors** · Tutorial
Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
Ji_Kuai's solution

**1374.**
1209G1
**Into Blocks (easy version)** · Tutorial
Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
Ji_Kuai's solution

**1375.**
1363E
**Tree Shuffling** · Tutorial
Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Ji_Kuai's solution

**1376.**
1346F
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1316D
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2052D
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632D
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1790F
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1006F
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1039B
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474F
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1626D
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960F
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372C
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1621D
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**1403.**
354C
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455C
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**1405.**
319C
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**1406.**
231E
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**1407.**
1593F
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**1408.**
1560F2
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**1410.**
1547G
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1538E
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Ji_Kuai's solution

**1412.**
1538G
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**1413.**
1525E
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**1414.**
1493D
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**1415.**
1499D
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**1416.**
620E
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1343E
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Ji_Kuai's solution

**1418.**
1479B2
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Ji_Kuai's solution

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1486D
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Ji_Kuai's solution

**1420.**
827C
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Ji_Kuai's solution

**1421.**
1000E
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1217D
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Ji_Kuai's solution

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1032E
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**1424.**
1472F
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Ji_Kuai's solution

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1472G
**Moving to the Capital** · Tutorial
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Ji_Kuai's solution

**1426.**
821E
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Ji_Kuai's solution

**1427.**
702E
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Ji_Kuai's solution

**1428.**
1466F
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Ji_Kuai's solution

**1429.**
1464B
**Grime Zoo** · Tutorial
Rating: 2100 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
Ji_Kuai's solution

**1430.**
920E
**Connected Components?** · Tutorial
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Ji_Kuai's solution

**1431.**
1450C1
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**1432.**
321C
**Ciel the Commander** · Tutorial
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Ji_Kuai's solution

**1433.**
1454F
**Array Partition** · Tutorial
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**1434.**
1446C
**Xor Tree** · Tutorial
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Ji_Kuai's solution

**1435.**
1431G
**Number Deletion Game** · Tutorial
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**1436.**
1431F
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**1437.**
56D
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**1438.**
1434C
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Ji_Kuai's solution

**1439.**
484B
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Ji_Kuai's solution

**1440.**
1322B
**Present** · Tutorial
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**1441.**
1433F
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**1442.**
1433G
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**1443.**
1098B
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Ji_Kuai's solution

**1444.**
1158C
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**1445.**
1420C2
**Pokémon Army (hard version)** · Tutorial
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**1446.**
1166E
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Ji_Kuai's solution

**1447.**
900E
**Maximum Questions** · Tutorial
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Ji_Kuai's solution

**1448.**
1108E2
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Ji_Kuai's solution

**1449.**
1108F
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Ji_Kuai's solution

**1450.**
1418D
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Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Ji_Kuai's solution

**1451.**
1409F
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Ji_Kuai's solution

**1452.**
1392E
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Ji_Kuai's solution

**1453.**
746G
**New Roads** · Tutorial
Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees
Ji_Kuai's solution

**1454.**
811D
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Quality: 1,902 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
Ji_Kuai's solution

**1455.**
1393D
**Rarity and New Dress** · Tutorial
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Ji_Kuai's solution

**1456.**
340B
**Maximal Area Quadrilateral** · Tutorial
Quality: 2,314 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
Ji_Kuai's solution

**1457.**
1389D
**Segment Intersections** · Tutorial
Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Ji_Kuai's solution

**1458.**
457C
**Elections** · Tutorial
Quality: 946 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Ji_Kuai's solution

**1459.**
489F
**Special Matrices** · Tutorial
Quality: 1,940 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Ji_Kuai's solution

**1460.**
762C
**Two strings** · Tutorial
Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers
Ji_Kuai's solution

**1461.**
1372D
**Omkar and Circle** · Tutorial
Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy
Ji_Kuai's solution

**1462.**
1185F
**Two Pizzas** · Tutorial
Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
Ji_Kuai's solution

**1463.**
1367F1
**Flying Sort (Easy Version)** · Tutorial
Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
Ji_Kuai's solution

**1464.**
1187E
**Tree Painting** · Tutorial
Quality: 11,284 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
Ji_Kuai's solution

**1465.**
1195E
**OpenStreetMap** · Tutorial
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Ji_Kuai's solution

**1466.**
1366E
**Two Arrays** · Tutorial
Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
Ji_Kuai's solution

**1467.**
1365F
**Swaps Again** · Tutorial
Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
Ji_Kuai's solution

**1468.**
1363D
**Guess The Maximums** · Tutorial
Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math
Ji_Kuai's solution

**1469.**
1354E
**Graph Coloring** · Tutorial
Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
Ji_Kuai's solution

**1470.**
1355E
**Restorer Distance** · Tutorial
Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
Ji_Kuai's solution

**1471.**
242D
**Dispute** · Tutorial
Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
Ji_Kuai's solution

**1472.**
1312E
**Array Shrinking** · Tutorial
Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**1473.**
1117D
**Magic Gems** · Tutorial
Quality: 5,218 global accepts · Rating: 2100 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
Ji_Kuai's solution

**1474.**
1299C
**Water Balance** · Tutorial
Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy
Ji_Kuai's solution

**1475.**
1296F
**Berland Beauty** · Tutorial
Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
Ji_Kuai's solution

**1476.**
1278D
**Segment Tree** · Tutorial
Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
Ji_Kuai's solution

**1477.**
1271D
**Portals** · Tutorial
Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
Ji_Kuai's solution

**1478.**
196C
**Paint Tree** · Tutorial
Quality: 1,042 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees
Ji_Kuai's solution

**1479.**
51D
**Geometrical problem** · Tutorial
Quality: 563 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
Ji_Kuai's solution

**1480.**
1800G
**Symmetree** · Tutorial
Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees
Ji_Kuai's solution

**1481.**
1153E
**Serval and Snake** · Tutorial
Quality: 1,757 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
Ji_Kuai's solution

**1482.**
1650F
**Vitaly and Advanced Useless Algorithms** · Tutorial
Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
Ji_Kuai's solution

**1483.**
1646E
**Power Board** · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
Ji_Kuai's solution

**1484.**
1635E
**Cars** · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Ji_Kuai's solution

**1485.**
1039C
**Network Safety** · Tutorial
Quality: 1,492 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
Ji_Kuai's solution

**1486.**
834D
**The Bakery** · Tutorial
Rating: 2200 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
Ji_Kuai's solution

**1487.**
486E
**LIS of Sequence** · Tutorial
Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
Ji_Kuai's solution

**1488.**
1627E
**Not Escaping** · Tutorial
Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
Ji_Kuai's solution

**1489.**
1149B
**Three Religions** · Tutorial
Quality: 2,045 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
Ji_Kuai's solution

**1490.**
981E
**Addition on Segments** · Tutorial
Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
Ji_Kuai's solution

**1491.**
86D
**Powerful array** · Tutorial
Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
Ji_Kuai's solution

**1492.**
1618G
**Trader Problem** · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings
Ji_Kuai's solution

**1493.**
1295E
**Permutation Separation** · Tutorial
Quality: 2,773 global accepts · Rating: 2200 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
Ji_Kuai's solution

**1494.**
1607G
**Banquet Preparations 1** · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**1495.**
1593G
**Changing Brackets** · Tutorial
Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
Ji_Kuai's solution

**1496.**
1579G
**Minimal Coverage** · Tutorial
Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1497.**
1567E
**Non-Decreasing Dilemma** · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math
Ji_Kuai's solution

**1498.**
1559E
**Mocha and Stars** · Tutorial
Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
Ji_Kuai's solution

**1499.**
1551F
**Equidistant Vertices** · Tutorial
Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
Ji_Kuai's solution

**1500.**
1543D2
**RPD and Rap Sheet (Hard Version)** · Tutorial
Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
Ji_Kuai's solution

**1501.**
1542D
**Priority Queue** · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
Ji_Kuai's solution

**1502.**
1537F
**Figure Fixing** · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
Ji_Kuai's solution

**1503.**
1520G
**To Go Or Not To Go?** · Tutorial
Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
Ji_Kuai's solution

**1504.**
1520F2
**Guess the K-th Zero (Hard version)** · Tutorial
Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
Ji_Kuai's solution

**1505.**
1488E
**Palindromic Doubles** · Tutorial
Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp
Ji_Kuai's solution

**1506.**
1477C
**Nezzar and Nice Beatmap** · Tutorial
Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
Ji_Kuai's solution

**1507.**
1486E
**Paired Payment** · Tutorial
Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
Ji_Kuai's solution

**1508.**
1485D
**Multiples and Power Differences** · Tutorial
Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math,

number theory
Ji_Kuai's solution

**1509.**
1474D
**Cleaning** · Tutorial
Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
Ji_Kuai's solution

**1510.**
1467D
**Sum of Paths** · Tutorial
Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ji_Kuai's solution

**1511.**
813E
**Army Creation** · Tutorial
Quality: 3,117 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
Ji_Kuai's solution

**1512.**
920G
**List Of Integers** · Tutorial
Quality: 1,998 global accepts · Rating: 2200 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
Ji_Kuai's solution

**1513.**
1456C
**New Game Plus!** · Tutorial
Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
Ji_Kuai's solution

**1514.**
346C
**Number Transformation II** · Tutorial
Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ji_Kuai's solution

**1515.**
165E
**Compatible Numbers** · Tutorial
Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
Ji_Kuai's solution

**1516.**
1438D
**Powerful Ksenia** · Tutorial
Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Ji_Kuai's solution

**1517.**
56E
**Domino Principle** · Tutorial
Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
Ji_Kuai's solution

**1518.**
1140E
**Palindrome-less Arrays** · Tutorial
Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
Ji_Kuai's solution

**1519.**
1155E
**Guess the Root** · Tutorial
Quality: 1,602 global accepts · Rating: 2200 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
Ji_Kuai's solution

**1520.**
1156E
**Special Segments of Permutation** · Tutorial
Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
Ji_Kuai's solution

**1521.**
1156D
**0-1-Tree** · Tutorial
Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
Ji_Kuai's solution

**1522.**
1437E
**Make It Increasing** · Tutorial
Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
Ji_Kuai's solution

**1523.**
1158B
**The minimal unique substring** · Tutorial
Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
Ji_Kuai's solution

**1524.**
1406D
**Three Sequences** · Tutorial
Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
Ji_Kuai's solution

**1525.**
1407D
**Discrete Centrifugal Jumps** · Tutorial
Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
Ji_Kuai's solution

**1526.**
1400E
**Clear the Multiset** · Tutorial
Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
Ji_Kuai's solution

**1527.**
1398E
**Two Types of Spells** · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
Ji_Kuai's solution

**1528.**
1399E2
**Weights Division (hard version)** · Tutorial
Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
Ji_Kuai's solution

**1529.**
1389E
**Calendar Ambiguity** · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Ji_Kuai's solution

**1530.**
1154G
**Minimum Possible LCM** · Tutorial
Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Ji_Kuai's solution

**1531.**
1180E
**Serge and Dining Room** · Tutorial
Rating: 2200 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
Ji_Kuai's solution

**1532.**
1373E
**Sum of Digits** · Tutorial
Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
Ji_Kuai's solution

**1533.**
1194E
**Count The Rectangles** · Tutorial
Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings
Ji_Kuai's solution

**1534.**
1353F
**Decreasing Heights** · Tutorial
Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
Ji_Kuai's solution

**1535.**
351E
**Jeff and Permutation** · Tutorial
Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**1536.**
1303E
**Erase Subsequences** · Tutorial
Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
Ji_Kuai's solution

**1537.**
1328F
**Make k Equal** · Tutorial
Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Ji_Kuai's solution

**1538.**
648E
**B 5C 5D 8 Dt8D ;Cà**
Quality: 158 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
Ji_Kuai's solution

**1539.**
1861E
**Non-Intersecting Subpermutations** · Tutorial

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
Ji_Kuai's solution

**1540.**
1675G
**Sorting Pancakes** · Tutorial
Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1541.**
1039A
**Timetable** · Tutorial
Quality: 861 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
Ji_Kuai's solution

**1542.**
713C
**Sonya and Problem Wihtout a Legend** · Tutorial
Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
Ji_Kuai's solution

**1543.**
1625D
**Binary Spiders** · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
Ji_Kuai's solution

**1544.**
432E
**Square Tiling** · Tutorial
Quality: 799 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ji_Kuai's solution

**1545.**
510E
**Fox And Dinner** · Tutorial
Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: flows
Ji_Kuai's solution

**1546.**
425D
**Sereja and Squares** · Tutorial
Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing
Ji_Kuai's solution

**1547.**
487C
**Prefix Product Sequence** · Tutorial
Quality: 3,081 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Ji_Kuai's solution

**1548.**
1621E
**New School** · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
Ji_Kuai's solution

**1549.**
1062E
**Company** · Tutorial

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
Ji_Kuai's solution

**1550.**
1101G
**(Zero XOR Subset)-less** · Tutorial
Quality: 2,210 global accepts · Rating: 2300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
Ji_Kuai's solution

**1551.**
1550D
**Excellent Arrays** · Tutorial
Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
Ji_Kuai's solution

**1552.**
1488F
**Dogecoin** · Tutorial
Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures
Ji_Kuai's solution

**1553.**
1494D
**Dogeforces** · Tutorial
Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
Ji_Kuai's solution

**1554.**
600E
**Lomsat gelral** · Tutorial
Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
Ji_Kuai's solution

**1555.**
598C
**Nearest vectors** · Tutorial
Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
Ji_Kuai's solution

**1556.**
438D
**The Child and Sequence** · Tutorial
Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
Ji_Kuai's solution

**1557.**
1464C
**Poman Numbers** · Tutorial
Rating: 2300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Ji_Kuai's solution

**1558.**
1451E2
**Bitwise Queries (Hard Version)** · Tutorial
Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Ji_Kuai's solution

**1559.**
732F
**Tourist Reform** · Tutorial
Quality: 3,287 global accepts · Rating: 2300 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

Ji_Kuai's solution

**1560.**
1450C2
**Errich-Tac-Toe (Hard Version)** · Tutorial
Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ji_Kuai's solution

**1561.**
1453E
**Dog Snacks** · Tutorial
Quality: 2,227 global accepts · Rating: 2300 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
Ji_Kuai's solution

**1562.**
808G
**Anthem of Berland** · Tutorial
Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
Ji_Kuai's solution

**1563.**
1322C
**Instant Noodles** · Tutorial
Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
Ji_Kuai's solution

**1564.**
830C
**Bamboo Partition** · Tutorial
Quality: 1,313 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers
Ji_Kuai's solution

**1565.**
1422D
**Returning Home** · Tutorial
Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
Ji_Kuai's solution

**1566.**
1408F
**Two Different** · Tutorial
Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
Ji_Kuai's solution

**1567.**
1394B
**Boboniu Walks on Graph** · Tutorial
Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
Ji_Kuai's solution

**1568.**
1385F
**Removing Leaves** · Tutorial
Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees
Ji_Kuai's solution

**1569.**
1380E
**Merging Towers** · Tutorial
Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

Ji_Kuai's solution

**1570.**
1371E2
**Asterism (Hard Version)** · Tutorial
Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
Ji_Kuai's solution

**1571.**
1189E
**Count Pairs** · Tutorial
Rating: 2300 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: number theory
Ji_Kuai's solution

**1572.**
1316E
**Team Building** · Tutorial
Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
Ji_Kuai's solution

**1573.**
1276C
**Beautiful Rectangle** · Tutorial
Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
Ji_Kuai's solution

**1574.**
2052B
**BitBitJump** · Tutorial
Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1575.**
744C
**Hongcow Buys a Deck of Cards** · Tutorial
Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
Ji_Kuai's solution

**1576.**
1879E
**Interactive Game with Coloring** · Tutorial
Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
Ji_Kuai's solution

**1577.**
962F
**Simple Cycles Edges** · Tutorial
Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
Ji_Kuai's solution

**1578.**
277E
**Binary Tree on Plane** · Tutorial
Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees
Ji_Kuai's solution

**1579.**
1591F
**Non-equal Neighbours** · Tutorial
Rating: 2400 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
Ji_Kuai's solution

**1580.**
1735E
**House Planning** · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
Ji_Kuai's solution

**1581.**
1578L
**Labyrinth** · Tutorial
Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
Ji_Kuai's solution

**1582.**
506D
**Mr. Kitayuta's Colorful Graph** · Tutorial
Quality: 2,536 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
Ji_Kuai's solution

**1583.**
1633E
**Spanning Tree Queries** · Tutorial
Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
Ji_Kuai's solution

**1584.**
1626E
**Black and White Tree** · Tutorial
Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
Ji_Kuai's solution

**1585.**
484D
**Kindergarten** · Tutorial
Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ji_Kuai's solution

**1586.**
1619H
**Permutation and Queries** · Tutorial
Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
Ji_Kuai's solution

**1587.**
1582F2
**Korney Korneevich and XOR (hard version)** · Tutorial
Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
Ji_Kuai's solution

**1588.**
959F
**Mahmoud and Ehab and yet another xor task** · Tutorial
Quality: 2,834 global accepts · Rating: 2400 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
Ji_Kuai's solution

**1589.**
1542E1
**Abnormal Permutation Pairs (easy version)** · Tutorial
Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
Ji_Kuai's solution

**1590.**
1114F
**Please, another Queries on Array?** · Tutorial
Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
Ji_Kuai's solution

**1591.**
1494E
**A-Z Graph** · Tutorial
Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
Ji_Kuai's solution

**1592.**
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
Ji_Kuai's solution

**1593.**
1469E
**A Bit Similar** · Tutorial
Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
Ji_Kuai's solution

**1594.**
1473E
**Minimum Path** · Tutorial
Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
Ji_Kuai's solution

**1595.**
1485F
**Copy or Prefix Sum** · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
Ji_Kuai's solution

**1596.**
1000F
**One Occurrence** · Tutorial
Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
Ji_Kuai's solution

**1597.**
1463E
**Plan of Lectures** · Tutorial
Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
Ji_Kuai's solution

**1598.**
1450F
**The Struggling Contestant** · Tutorial
Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ji_Kuai's solution

**1599.**
342E
**Xenia and Tree** · Tutorial
Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
Ji_Kuai's solution

**1600.**
449D
**Jzzhu and Numbers** · Tutorial
Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
Ji_Kuai's solution

**1601.**
1436E
**Complicated Computations** · Tutorial
Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, two pointers
Ji_Kuai's solution

**1602.**
1098C
**Construct a tree** · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
Ji_Kuai's solution

**1603.**
1408E
**Avoid Rainbow Cycles** · Tutorial
Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
Ji_Kuai's solution

**1604.**
1418E
**Expected Damage** · Tutorial
Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities
Ji_Kuai's solution

**1605.**
1144G
**Two Merged Sequences** · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**1606.**
1401F
**Reverse and Swap** · Tutorial
Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures
Ji_Kuai's solution

**1607.**
1401E
**Divide Square** · Tutorial
Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings
Ji_Kuai's solution

**1608.**
1210D
**Konrad and Company Evaluation** · Tutorial
Quality: 1,625 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs
Ji_Kuai's solution

**1609.**
1358E
**Are You Fired?** · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ji_Kuai's solution

**1610.**
1100F
**Ivan and Burgers** · Tutorial
Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
Ji_Kuai's solution

**1611.**
297D
**Color the Carpet** · Tutorial
Quality: 628 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
Ji_Kuai's solution

**1612.**
67E
**Save the City!** · Tutorial
Quality: 342 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry
Ji_Kuai's solution

**1613.**
1175F
**The Number of Subpermutations** · Tutorial
Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
Ji_Kuai's solution

**1614.**
333E
**Summer Earnings** · Tutorial
Quality: 1,249 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings
Ji_Kuai's solution

**1615.**
1280D
**Miss Punyverse** · Tutorial
Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
Ji_Kuai's solution

**1616.**
1137C
**Museums Tour** · Tutorial
Quality: 1,321 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation
Ji_Kuai's solution

**1617.**
508D
**Tanya and Password** · Tutorial
Quality: 4,232 global accepts · Rating: 2500 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
Ji_Kuai's solution

**1618.**
911G
**Mass Change Queries** · Tutorial
Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ji_Kuai's solution

**1619.**
1559D2
**Mocha and Diana (Hard Version)** · Tutorial
Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
Ji_Kuai's solution

**1620.**
1550E
**Stringforces** · Tutorial
Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
Ji_Kuai's solution

**1621.**
875F
**Royal Questions** · Tutorial
Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
Ji_Kuai's solution

**1622.**
1488G
**Painting Numbers** · Tutorial
Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory
Ji_Kuai's solution

**1623.**
1492E
**Almost Fault-Tolerant Database** · Tutorial
Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
Ji_Kuai's solution

**1624.**
1485E
**Move and Swap** · Tutorial
Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Ji_Kuai's solution

**1625.**
1474E
**What Is It?** · Tutorial
Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ji_Kuai's solution

**1626.**
1481E
**Sorting Books** · Tutorial
Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ji_Kuai's solution

**1627.**
946G
**Almost Increasing Array** · Tutorial
Quality: 790 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Ji_Kuai's solution

**1628.**
1452E
**Two Editorials** · Tutorial
Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
Ji_Kuai's solution

**1629.**
1438E
**Yurii Can Do Everything** · Tutorial
Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers
Ji_Kuai's solution

**1630.**
947D
**Picking Strings** · Tutorial
Rating: 2500 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
Ji_Kuai's solution

**1631.**
1407E
**Egor in the Republic of Dagestan** · Tutorial
Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
Ji_Kuai's solution

**1632.**
1375E
**Inversion SwapSort** · Tutorial
Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Ji_Kuai's solution

**1633.**
321E
**Ciel and Gondolas** · Tutorial
Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
Ji_Kuai's solution

**1634.**
1569E
**Playoff Restoration** · Tutorial
Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
Ji_Kuai's solution

**1635.**
1539F
**Strange Array** · Tutorial
Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings
Ji_Kuai's solution

**1636.**
1439C
**Greedy Shopping** · Tutorial
Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
Ji_Kuai's solution

**1637.**
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
Ji_Kuai's solution

**1638.**
1437F
**Emotional Fishermen** · Tutorial
Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
Ji_Kuai's solution

**1639.**
1158D
**Winding polygonal line** · Tutorial
Quality: 927 global accepts · Rating: 2600 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
Ji_Kuai's solution

**1640.**
1398G
**Running Competition** · Tutorial
Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory
Ji_Kuai's solution

**1641.**
2052M
**Managing Cluster** · Tutorial
Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees
Ji_Kuai's solution

**1642.**
1215F
**Radio Stations** · Tutorial
Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat
Ji_Kuai's solution

**1643.**
1627F
**Not Splitting** · Tutorial
Quality: 655 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
Ji_Kuai's solution

**1644.**
1238G
**Adilbek and the Watering System** · Tutorial
Quality: 493 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ji_Kuai's solution

**1645.**
1555F
**Good Graph** · Tutorial
Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
Ji_Kuai's solution

**1646.**
1542E2
**Abnormal Permutation Pairs (hard version)** · Tutorial
Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
Ji_Kuai's solution

**1647.**
1487G
**String Counting** · Tutorial
Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
Ji_Kuai's solution

**1648.**
1473F
**Strange Set** · Tutorial
Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math
Ji_Kuai's solution

**1649.**
1450E
**Capitalism** · Tutorial
Quality: 1,431 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
Ji_Kuai's solution

**1650.**
1453F
**Even Harder** · Tutorial
Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ji_Kuai's solution

**1651.**
1451F
**Nullify The Matrix** · Tutorial
Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
Ji_Kuai's solution

**1652.**
383E
**Vowels** · Tutorial
Quality: 4,319 global accepts · Rating: 2700 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
Ji_Kuai's solution

**1653.**
1421E
**Swedish Heroes** · Tutorial
Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
Ji_Kuai's solution

**1654.**
2052G
**Geometric Balance** · Tutorial
Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation
Ji_Kuai's solution

**1655.**
1635F
**Closest Pair** · Tutorial
Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Ji_Kuai's solution

**1656.**
1039D
**You Are Given a Tree** · Tutorial
Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
Ji_Kuai's solution

**1657.**
1626F
**A Random Code Problem** · Tutorial
Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
Ji_Kuai's solution

**1658.**
1279F
**New Year and Handle Change** · Tutorial
Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
Ji_Kuai's solution

**1659.**
600F
**Edge coloring of bipartite graph** · Tutorial
Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs
Ji_Kuai's solution

**1660.**
1477D
**Nezzar and Hidden Permutations** · Tutorial
Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs
Ji_Kuai's solution

**1661.**
1322D
**Reality Show** · Tutorial
Quality: 882 global accepts · Rating: 2800 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
Ji_Kuai's solution

**1662.**
1375G
**Tree Modification** · Tutorial
Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
Ji_Kuai's solution

**1663.**
585E
**Present for Vitalik the Philatelist** · Tutorial
Quality: 1,222 global accepts · Rating: 2900 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
Ji_Kuai's solution

**1664.**
19E
**Fairy** · Tutorial
Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
Ji_Kuai's solution

**1665.**
335F
**Buy One, Get One Free** · Tutorial
Quality: 741 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Ji_Kuai's solution

**1666.**
582E
**Boolean Function** · Tutorial
Quality: 547 global accepts · Rating: 3000 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, expression parsing
Ji_Kuai's solution

**1667.**
1651F
**Tower Defense** · Tutorial
Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
Ji_Kuai's solution

**1668.**
603E
**Pastoral Oddities** · Tutorial
Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
Ji_Kuai's solution

**1669.**
1307G
**Cow and Exercise** · Tutorial
Quality: 597 global accepts · Rating: 3100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths
Ji_Kuai's solution

**1670.**
1344E
**Train Tracks** · Tutorial
Quality: 521 global accepts · Rating: 3100 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ji_Kuai's solution

**1671.**
487E
**Tourists** · Tutorial
Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
Ji_Kuai's solution

**1672.**
582D
**Number of Binominal Coefficients** · Tutorial
Quality: 739 global accepts · Rating: 3300 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
Ji_Kuai's solution

**1673.**
105540E
**The Chariot** · Tutorial
Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —
Ji_Kuai's solution

**1674.**
105540I
**The Hanged Man** · Tutorial
Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1675.**
105540F
**The Hermit** · Tutorial
Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1676.**
105540B
**The Magician** · Tutorial
Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1677.**
105540J
**Temperance** · Tutorial
Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1678.**
105540A
**The Fool** · Tutorial
Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1679.**
105562I
**It's a Kind of Magic** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1680.**
105562C
**Connect Five** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1681.**
105562K
**Kruidnoten** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

Ji_Kuai's solution

**1682.**
105562H
**Hash Collision** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1683.**
105562M
**Mouse Trap** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1684.**
105562J
**Jib Job** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1685.**
105562L
**Limited Library** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1686.**
105562D
**Dutch Democracy** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1687.**
105562F
**Flowing Fountain** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1688.**
105562E
**Evolving Etymology** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1689.**
105562A
**Alphabetical Aristocrats** · Tutorial
Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1690.**
105537C
**Capybara Cozy Carnival** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1691.**
105537D
**Defective Script** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1692.**
105537G
**Game of Annihilation** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

Ji_Kuai's solution

**1693.**
105537L
**Longest Common Substring** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1694.**
105537K
**Keyboard Chaos** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1695.**
105537I
**If I Could Turn Back Time** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1696.**
105537J
**Just Half is Enough** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1697.**
105537F
**False Alarm** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1698.**
105537A
**Another Brick in the Wall** · Tutorial
Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1699.**
105486E
**Disrupting Communications** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1700.**
105486B
**Athlete Welcome Ceremony** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1701.**
105486J
**Grand Prix of Ballance** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1702.**
105486G
**Expanding Array** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1703.**
105486I
**Good Partitions** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Ji_Kuai's solution

**1704.**
105486A
**Arrow a Row** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1705.**
105486L
**Recover Statistics** · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1706.**
105444E
**Exhaustive Experiment** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1707.**
105444F
**Film Critics** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1708.**
105444K
**Keep Calm And Carry Off** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1709.**
105444B
**Big Brother** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1710.**
105444J
**Joining Flows** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1711.**
105444D
**Dams in Distress** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1712.**
105444A
**Array of Discord** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1713.**
105444G
**Gig Combinatorics** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1714.**
105444C
**Coin Stacks** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Ji_Kuai's solution

**1715.**
105444M
**Methodic Multiplication** · Tutorial
Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Ji_Kuai's solution

**1716.**
104118E
**Escape from Markov** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1717.**
104118B
**Better than Bitcoin** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1718.**
104118F
**Factions vs The Hegemon** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1719.**
104118L
**LCG Manipulation** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1720.**
104118I
**Item Crafting** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1721.**
104118H
**HIIT** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1722.**
104118C
**Conform Conforme** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1723.**
104118J
**Junior Steiner Three** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1724.**
104118K
**Kapitan Amazing** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1725.**
104118G
**Gallivanting Merchant** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

Ji_Kuai's solution

**1726.**
104118A
**An Easy Calculus Problem** · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Ji_Kuai's solution

**1727.**
105143G
**Pack** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1728.**
105143M
**Merge** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1729.**
105143E
**Boomerang** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1730.**
105143F
**Custom-Made Clothes** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1731.**
105143D
**ICPC** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1732.**
105143K
**Party Games** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1733.**
105143B
**Countless Me** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1734.**
105143I
**Cyclic Apple Strings** · Tutorial
Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1735.**
104713H
**Pickpockets** · Tutorial
Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1736.**
104713E
**Tobacco Growing** · Tutorial
Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

Ji_Kuai's solution

**1737.**
104713C
**Pizzo Collectors** · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1738.**
104713D
**Excavation** · Tutorial
Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1739.**
104713I
**Storage Problems** · Tutorial
Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1740.**
104713F
**Rescue Mission** · Tutorial
Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1741.**
103366F
**Four Column Hanoi Tower** · Tutorial
Rating: — · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: —
Ji_Kuai's solution

**1742.**
103366H
**Hearthstone So Easy** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1743.**
103366G
**Magic Number Group** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1744.**
103366C
**Crystal Caves** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1745.**
103366J
**LRU** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1746.**
103366A
**Mio visits ACGN Exhibition** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1747.**
103366B
**Continued Fraction** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1748.**
`103366L`
**It Rains Again** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1749.**
`103366K`
**Many Littles Make a Mickle** · Tutorial
Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1750.**
`104555D`
**Detour** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1751.**
`104555K`
**$K$ for More, $K$ for Less** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1752.**
`104555H`
**Honest Worker** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1753.**
`104555G`
**Great Treaty of Byteland** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1754.**
`104555C`
**Challenging Hike** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1755.**
`104555E`
**Extracting Pollen** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1756.**
`104555M`
**Maximizing Flight Efficiency** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1757.**
`104555F`
**Fatigue-Fighting Vacation** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1758.**
`104555I`
**Investigating Zeroes and Ones** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1759.**
104555L
**Lexicographical Challenge** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1760.**
104555A
**Amusement Park Adventure** · Tutorial
Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1761.**
101142D
**Digital Addition** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1762.**
101142B
**Boys and Girls** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1763.**
101142G
**Gangsters in Central City** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1764.**
101142J
**Java2016** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1765.**
101142I
**Integral Polygons** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1766.**
101142K
**King's Heir** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1767.**
101142C
**CodeCoder vs TopForces** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1768.**
101142F
**Folding** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1769.**
101142A
**Anniversary Cake** · Tutorial
Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1770.**
101002D
**Programming Team** · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1771.**
101002E
**K-Inversions** · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1772.**
101002C
**Greetings!** · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1773.**
101002F
**Mountain Scenes** · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1774.**
101002I
**Tourists** · Tutorial
Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1775.**
103328D
**String Repetition** · Tutorial
Rating: — · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1776.**
101173J
**Jazz Journey** · Tutorial
Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1777.**
101173H
**Hangar Hurdles** · Tutorial
Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1778.**
101173K
**Key Knocking** · Tutorial
Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1779.**
101173F
**Free Figurines** · Tutorial
Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1780.**
101173A
**Appearance Analysis** · Tutorial
Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1781.**
103470D
**Paimon Sorting** · Tutorial
Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1782.**
103470H
**Crystalfly** · Tutorial
Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1783.**
103470J
**Xingqiu's Joke** · Tutorial
Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1784.**
103470C
**Klee in Solitary Confinement** · Tutorial
Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1785.**
103470M
**Windblume Festival** · Tutorial
Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1786.**
103470A
**Oops, It's Yesterday Twice More** · Tutorial
Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1787.**
102460E
**The League of Sequence Designers** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1788.**
102460L
**Largest Quadrilateral** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1789.**
102460B
**The Power Monitor System** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1790.**
102460A
**Rush Hour Puzzle** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1791.**
102460H
**Mining a** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1792.**
102460K
**Length of Bundle Rope** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1793.**
102460D
**Tapioka** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1794.**
102460J
**Automatic Control Machine** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1795.**
102460C
**Are They All Integers?** · Tutorial
Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1796.**
1016520
**Latin Squares** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1797.**
101652V
**Long Long Strings** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1798.**
101652T
**Security Badge** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1799.**
101652R
**Straight Shot** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1800.**
101652W
**Grid Coloring** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1801.**
101652P
**Fear Factoring** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1802.**
101652S
**Purple Rain** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1803.**
101652U
**Unloaded Die** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1804.**
101652Q
**Halfway** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1805.**
101652X
**Star Arrangements** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1806.**
101652Y
**Delayed Work** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1807.**
101652Z
**Forbidden Zero** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1808.**
101652N
**Odd Palindrome** · Tutorial
Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1809.**
103373H
**A Hard Problem** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1810.**
103373F
**Flip** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1811.**
103373E
**Eatcoin** · Tutorial
Rating: — · first AC: 2023-09-01 · PyPy 3-64 (first AC) · Tags: —
Ji_Kuai's solution

**1812.**
103373D
**Drunk Passenger** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1813.**
103373G
**Garden Park** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

Ji_Kuai's solution

**1814.**
`103373C`
**A Sorting Problem** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1815.**
`103373J`
**JavaScript** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1816.**
`103373B`
**Aliquot Sum** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1817.**
`103373A`
**Olympic Ranking** · Tutorial
Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1818.**
`102082K`
**Sixth Sense** · Tutorial
Rating: — · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1819.**
`102082I`
**Ranks** · Tutorial
Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1820.**
`102082H`
**Four-Coloring** · Tutorial
Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1821.**
`102082E`
**Eulerian Flight Tour** · Tutorial
Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1822.**
`100513L`
**Useful Roads** · Tutorial
Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1823.**
`101933G`
**Game Scheduling** · Tutorial
Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1824.**
`102091F`
**Lucky Pascal Triangle** · Tutorial
Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

Ji_Kuai's solution

**1825.**
`102091A`
**Flying Squirrel** · Tutorial
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Ji_Kuai's solution

**1826.**
`101597F`
**Mattress Run** · Tutorial
Rating: — · first AC: 2023-08-19 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1827.**
`101597A`
**Chess** · Tutorial
Rating: — · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1828.**
`101597J`
**Box Hedge** · Tutorial
Rating: — · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1829.**
`101597D`
**Effective network** · Tutorial
Rating: — · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1830.**
`101597B`
**Triangle in a Triangle** · Tutorial
Rating: — · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1831.**
`101597C`
**Candy division** · Tutorial
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Ji_Kuai's solution

**1832.**
`101597E`
**Collection** · Tutorial
Rating: — · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1833.**
`101597K`
**ACM** · Tutorial
Rating: — · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1834.**
`104508J`
**Japanese Monsters** · Tutorial
Rating: — · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1835.**
`100307D`
**Dictionary** · Tutorial
Rating: — · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

Ji_Kuai's solution

**1836.**
102082D
**Shortest Common Non-Subsequence** · Tutorial
Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1837.**
102082J
**Colorful Tree** · Tutorial
Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1838.**
102082G
**What Goes Up Must Come Down** · Tutorial
Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1839.**
102082C
**Emergency Evacuation** · Tutorial
Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1840.**
102082A
**Digits Are Not Just Characters** · Tutorial
Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1841.**
102082B
**Arithmetic Progressions** · Tutorial
Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1842.**
104508M
**More Japanese Monsters** · Tutorial
Rating: — · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1843.**
102091J
**Floating-Point Hazard** · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1844.**
102091L
**Largest Allowed Area** · Tutorial
Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1845.**
102091C
**Evolution Game** · Tutorial
Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1846.**
102091G
**Communication** · Tutorial
Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

Ji_Kuai's solution

**1847.**
`102091D`
**Bus Stop** · Tutorial
Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1848.**
`104008J`
**Permutation Puzzle** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1849.**
`104008L`
**Largest Unique Wins** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1850.**
`104008G`
**Group Homework** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1851.**
`104008C`
**Array Concatenation** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1852.**
`104008E`
**Draw a triangle** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1853.**
`104008M`
**Youth Finale** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1854.**
`104008A`
**Lily** · Tutorial
Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1855.**
`103964K`
**Game Rooms** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1856.**
`103964F`
**The Battle of Guandu** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1857.**
`103964E`
**Ba Gua Zhen** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1858.**
103964D
**Pick The Sticks** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1859.**
103964C
**The Battle of Chibi** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1860.**
103964G
**Ancient Go** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1861.**
103964H
**Sudoku** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1862.**
103964L
**Huatuo's Medicine** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1863.**
103964A
**Secrete Master Plan** · Tutorial
Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1864.**
103438F
**to Pay Respects** · Tutorial
Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1865.**
103438L
**Jason ABC** · Tutorial
Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1866.**
103438J
**ABC Legacy** · Tutorial
Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1867.**
103438C
**Werewolves** · Tutorial
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Ji_Kuai's solution

**1868.**
103438G
**Max Pair Matching** · Tutorial
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Ji_Kuai's solution

**1869.**
103438N
**A-series** · Tutorial
Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1870.**
103438A
**King of String Comparison** · Tutorial
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Ji_Kuai's solution

**1871.**
101986F
**Pizza Delivery** · Tutorial
Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1872.**
101986E
**Black or White** · Tutorial
Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1873.**
101986G
**Rendezvous on a Tetrahedron** · Tutorial
Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1874.**
101986I
**Starting a Scenic Railroad Service** · Tutorial
Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1875.**
101986C
**Medical Checkup** · Tutorial
Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1876.**
101986B
**Parallel Lines** · Tutorial
Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1877.**
101986A
**Secret of Chocolate Poles** · Tutorial
Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1878.**
101161C
**Big Bang** · Tutorial
Rating: — · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1879.**
103861B
**Beautiful String** · Tutorial
Rating: — · first AC: 2022-09-24 · last AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

Ji_Kuai's solution

**1880.**
103861J
**Elden Ring** · Tutorial
Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1881.**
103861L
**Fenwick Tree** · Tutorial
Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1882.**
103861I
**Future Coder** · Tutorial
Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1883.**
103861A
**DFS Order** · Tutorial
Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1884.**
103860D
**Tree Partition** · Tutorial
Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
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**1885.**
100257D
**Darkside** · Tutorial
Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1886.**
101161G
**Binary Strings** · Tutorial
Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1887.**
101161B
**Average** · Tutorial
Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1888.**
101161H
**Witcher Potion** · Tutorial
Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1889.**
101161I
**Sky Tax** · Tutorial
Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Ji_Kuai's solution

**1890.**
101161L
**Coordinates** · Tutorial
Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

Ji_Kuai's solution

**1891.**
101612H
**Hidden Supervisors** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1892.**
101612E
**Equal Numbers** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1893.**
101612L
**Little Difference** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1894.**
101612I
**Intelligence in Perpendicularia** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1895.**
101612C
**Consonant Fencity** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1896.**
101612B
**Boolean Satisfability** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1897.**
101612K
**Kotlin Island** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1898.**
101612A
**Auxiliary Project** · Tutorial
Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1899.**
103860G
**Integer Game** · Tutorial
Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1900.**
103860E
**Elegant Tetris** · Tutorial
Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1901.**
103860L
**Paid Leave** · Tutorial
Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1902.**
103860F
**Modulo** · Tutorial
Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1903.**
103860A
**Mash** · Tutorial
Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1904.**
100257K
**Top K Elements** · Tutorial
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Ji_Kuai's solution

**1905.**
100257A
**Augmented Reality Game** · Tutorial
Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1906.**
100257F
**Four Ways to Travel** · Tutorial
Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1907.**
100257B
**Blacklist** · Tutorial
Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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**1908.**
100257I
**Intersections** · Tutorial
Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1909.**
100257H
**Hanmattan** · Tutorial
Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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**1910.**
103640H
**Hamilton - The Musical** · Tutorial
Rating: — · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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**1911.**
103640M
**Most Ordered Way** · Tutorial
Rating: — · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1912.**
103640J
**Joining Pairs** · Tutorial
Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1913.**
`103640I`
**Invested Money** · Tutorial
Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1914.**
`103640F`
**Fields Division** · Tutorial
Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1915.**
`103640K`
**KIARA is a Recursive Acronym** · Tutorial
Rating: — · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ji_Kuai's solution

**1916.**
`101341A`
**Streets of Working Lanterns - 2** · Tutorial
Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1917.**
`1193B`
**Magic Tree** · Tutorial
Quality: 508 global accepts · Rating: — · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
Ji_Kuai's solution

**1918.**
`102423B`
**Computer Cache** · Tutorial
Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1919.**
`1570F`
**Square Filling** · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special
Ji_Kuai's solution

**1920.**
`1570E`
**Erasing Zeroes** · Tutorial
Rating: — · first AC: 2021-10-03 · last AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: *special, strings
Ji_Kuai's solution

**1921.**
`1570D`
**Reachable Numbers** · Tutorial
Rating: — · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: *special, implementation
Ji_Kuai's solution

**1922.**
`1570C`
**Shooting** · Tutorial
Rating: — · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: *special, greedy, implementation
Ji_Kuai's solution

**1923.**
`1570B`
**Yellow Cards** · Tutorial
Rating: — · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: *special, math

Ji_Kuai's solution

**1924.**
1570A
**A+B (Trial Problem)** · Tutorial
Rating: — · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: *special
Ji_Kuai's solution

**1925.**
1533A
**Travel to Bertown** · Tutorial
Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
Ji_Kuai's solution

**1926.**
1170F
**Wheels** · Tutorial
Quality: 135 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
Ji_Kuai's solution

**1927.**
1170D
**Decoding of Integer Sequences** · Tutorial
Quality: 531 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
Ji_Kuai's solution

**1928.**
1170C
**Minus and Minus Give Plus** · Tutorial
Quality: 834 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings
Ji_Kuai's solution

**1929.**
1170B
**Bad Days** · Tutorial
Quality: 1,149 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Ji_Kuai's solution

**1930.**
1170A
**Three Integers Again** · Tutorial
Quality: 1,563 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, math
Ji_Kuai's solution

**1931.**
1532F
**Prefixes and Suffixes** · Tutorial
Quality: 219 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, strings
Ji_Kuai's solution

**1932.**
1532E
**Good Array** · Tutorial
Quality: 392 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special
Ji_Kuai's solution

**1933.**
1532D
**Teams Forming** · Tutorial
Quality: 590 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, sortings
Ji_Kuai's solution

**1934.**
1532C
**Uniform String** · Tutorial
Quality: 641 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, implementation

Ji_Kuai's solution

**1935.**
1532B
**Frog Jumping** · Tutorial
Quality: 829 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special, math
Ji_Kuai's solution

**1936.**
1532A
**A+B (Trial Problem)** · Tutorial
Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-23 · Kotlin 1.4 (first AC) · Tags: *special
Ji_Kuai's solution

**1937.**
1489B
**Water Buying** · Tutorial
Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, math
Ji_Kuai's solution

**1938.**
1489A
**Remove Duplicates** · Tutorial
Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Ji_Kuai's solution

**1939.**
102787B
**Pear TreaP** · Tutorial
Rating: — · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1940.**
102787A
**Shandom Ruffle** · Tutorial
Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1941.**
101485D
**Debugging** · Tutorial
Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1942.**
1432F
**Platforms Jumping** · Tutorial
Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation
Ji_Kuai's solution

**1943.**
1432E
**Binary String Minimizing** · Tutorial
Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Ji_Kuai's solution

**1944.**
1432D
**Construct the String** · Tutorial
Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
Ji_Kuai's solution

**1945.**
1432C
**Equalize Prices Again** · Tutorial
Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, math

Ji_Kuai's solution

**1946.**
1432B
**Candies and Two Sisters** · Tutorial
Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, math
Ji_Kuai's solution

**1947.**
1432A
**A+B (Trial Problem)** · Tutorial
Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special
Ji_Kuai's solution

**1948.**
1192B
**Dynamic Diameter** · Tutorial
Quality: 1,560 global accepts · Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
Ji_Kuai's solution

**1949.**
102694F
**The Lorax** · Tutorial
Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1950.**
102694E
**Filthy Rich Trees** · Tutorial
Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1951.**
102411I
**Ideal Pyramid** · Tutorial
Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1952.**
102411M
**Managing Difficulties** · Tutorial
Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1953.**
102411H
**High Load Database** · Tutorial
Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1954.**
102411J
**Just the Last Digit** · Tutorial
Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1955.**
102411E
**Equidistant** · Tutorial
Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ji_Kuai's solution

**1956.**
102411A
**Accurate Movement** · Tutorial
Rating: — · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1957.**

`102694D`

**Cycle Free Flow** · Tutorial

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1958.**

`102694C`

**Sloth Naptime** · Tutorial

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1959.**

`102694B`

**Dynamic Diameter** · Tutorial

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution

**1960.**

`102694A`

**Circumference of a Tree** · Tutorial

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

Ji_Kuai's solution