

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

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# Unique solved — Jiao Xie

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

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

Filters: none

Count: 435

1.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,912 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Jiao Xie's solution](#)

2.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Jiao Xie's solution](#)

3.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Jiao Xie's solution](#)

4.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[Jiao Xie's solution](#)

5.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Jiao Xie's solution](#)

6.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,169 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Jiao Xie's solution](#)

7.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Jiao Xie's solution](#)

8.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Jiao Xie's solution](#)

9.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Jiao Xie's solution](#)

**10.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Jiao\\_Xie's solution](#)

**11.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Jiao\\_Xie's solution](#)

**12.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Jiao\\_Xie's solution](#)

**13.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jiao\\_Xie's solution](#)

**14.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jiao\\_Xie's solution](#)

**15.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Jiao\\_Xie's solution](#)

**16.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,987 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[Jiao\\_Xie's solution](#)

**17.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Jiao\\_Xie's solution](#)

**18.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jiao\\_Xie's solution](#)

**19.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jiao\\_Xie's solution](#)

**20.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Jiao Xie's solution](#)

## 21.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Jiao Xie's solution](#)

## 22.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jiao Xie's solution](#)

## 23.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Jiao Xie's solution](#)

## 24.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jiao Xie's solution](#)

## 25.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Jiao Xie's solution](#)

## 26.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Jiao Xie's solution](#)

## 27.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Jiao Xie's solution](#)

## 28.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,325 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Jiao Xie's solution](#)

## 29.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,356 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Jiao Xie's solution](#)

## 30.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Jiao Xie's solution](#)

**31.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Jiao\\_Xie's solution](#)

**32.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Jiao\\_Xie's solution](#)

**33.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Jiao\\_Xie's solution](#)

**34.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Jiao\\_Xie's solution](#)

**35.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Jiao\\_Xie's solution](#)

**36.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Jiao\\_Xie's solution](#)

**37.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Jiao\\_Xie's solution](#)

**38.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Jiao\\_Xie's solution](#)

**39.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Jiao\\_Xie's solution](#)

**40.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Jiao\\_Xie's solution](#)

**41.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Jiao\\_Xie's solution](#)

- 42.**  
1560A  
[Dislike of Threes](#) · [Tutorial](#)  
Quality: 73,513 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Jiao Xie's solution](#)
- 43.**  
1549B  
[Gregor and the Pawn Game](#) · [Tutorial](#)  
Quality: 26,827 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation  
[Jiao Xie's solution](#)
- 44.**  
1549A  
[Gregor and Cryptography](#) · [Tutorial](#)  
Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: math, number theory  
[Jiao Xie's solution](#)
- 45.**  
1244A  
[Pens and Pencils](#) · [Tutorial](#)  
Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Jiao Xie's solution](#)
- 46.**  
2157B  
[Expansion Plan 2](#) · [Tutorial](#)  
Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[Jiao Xie's solution](#)
- 47.**  
2166B  
[Tab Closing](#) · [Tutorial](#)  
Quality: 18,118 global accepts · Rating: 900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Jiao Xie's solution](#)
- 48.**  
2028A  
[Alice's Adventures in "Chess"](#) · [Tutorial](#)  
Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[Jiao Xie's solution](#)
- 49.**  
2026A  
[Perpendicular Segments](#) · [Tutorial](#)  
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[Jiao Xie's solution](#)
- 50.**  
2007B  
[Index and Maximum Value](#) · [Tutorial](#)  
Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Jiao Xie's solution](#)
- 51.**  
1617B  
[GCD Problem](#) · [Tutorial](#)  
Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[Jiao Xie's solution](#)
- 52.**  
1591B  
[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Jiao\\_Xie's solution](#)

**53.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Jiao\\_Xie's solution](#)

**54.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Jiao\\_Xie's solution](#)

**55.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[Jiao\\_Xie's solution](#)

**56.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Jiao\\_Xie's solution](#)

**57.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Jiao\\_Xie's solution](#)

**58.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,588 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Jiao\\_Xie's solution](#)

**59.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, math

[Jiao\\_Xie's solution](#)

**60.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Jiao\\_Xie's solution](#)

**61.**

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Jiao\\_Xie's solution](#)

**62.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Jiao\\_Xie's solution](#)

- 63.**  
2154B  
[Make it Zigzag](#) · [Tutorial](#)  
Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Jiao Xie's solution](#)
- 64.**  
2145B  
[Deck of Cards](#) · [Tutorial](#)  
Quality: 21,551 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Jiao Xie's solution](#)
- 65.**  
2055B  
[Crafting](#) · [Tutorial](#)  
Quality: 27,283 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Jiao Xie's solution](#)
- 66.**  
2002B  
[Removals Game](#) · [Tutorial](#)  
Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[Jiao Xie's solution](#)
- 67.**  
1986B  
[Matrix Stabilization](#) · [Tutorial](#)  
Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
[Jiao Xie's solution](#)
- 68.**  
1620B  
[Triangles on a Rectangle](#) · [Tutorial](#)  
Quality: 31,476 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[Jiao Xie's solution](#)
- 69.**  
1613B  
[Absent Remainder](#) · [Tutorial](#)  
Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Jiao Xie's solution](#)
- 70.**  
1566C  
[MAX-MEX Cut](#) · [Tutorial](#)  
Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[Jiao Xie's solution](#)
- 71.**  
1569B  
[Chess Tournament](#) · [Tutorial](#)  
Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Jiao Xie's solution](#)
- 72.**  
1567B  
[MEXor Mixup](#) · [Tutorial](#)  
Quality: 32,940 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[Jiao Xie's solution](#)
- 73.**  
1562B  
[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Jiao Xie's solution](#)

**74.**

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-24 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Jiao Xie's solution](#)

**75.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Jiao Xie's solution](#)

**76.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Jiao Xie's solution](#)

**77.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jiao Xie's solution](#)

**78.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Jiao Xie's solution](#)

**79.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Jiao Xie's solution](#)

**80.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Jiao Xie's solution](#)

**81.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Jiao Xie's solution](#)

**82.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Jiao Xie's solution](#)

**83.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Jiao Xie's solution](#)

**84.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,304 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Jiao\\_Xie's solution](#)

**85.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Jiao\\_Xie's solution](#)

**86.**

1989B

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

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Jiao\\_Xie's solution](#)

**87.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Jiao\\_Xie's solution](#)

**88.**

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Jiao\\_Xie's solution](#)

**89.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Jiao\\_Xie's solution](#)

**90.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Jiao\\_Xie's solution](#)

**91.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Jiao\\_Xie's solution](#)

**92.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Jiao\\_Xie's solution](#)

**93.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Jiao\\_Xie's solution](#)

**94.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Jiao\\_Xie's solution](#)

**95.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Jiao\\_Xie's solution](#)

**96.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Jiao\\_Xie's solution](#)

**97.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Jiao\\_Xie's solution](#)

**98.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Jiao\\_Xie's solution](#)

**99.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Jiao\\_Xie's solution](#)

**100.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Jiao\\_Xie's solution](#)

**101.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Jiao\\_Xie's solution](#)

**102.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Jiao\\_Xie's solution](#)

**103.**

1603A

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

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

[Jiao\\_Xie's solution](#)

**104.**

1601A

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

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Jiao Xie's solution](#)

## 105.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Jiao Xie's solution](#)

## 106.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jiao Xie's solution](#)

## 107.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Jiao Xie's solution](#)

## 108.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Jiao Xie's solution](#)

## 109.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Jiao Xie's solution](#)

## 110.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Jiao Xie's solution](#)

## 111.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force

[Jiao Xie's solution](#)

## 112.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jiao Xie's solution](#)

## 113.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Jiao Xie's solution](#)

## 114.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math,

number theory

[Jiao Xie's solution](#)

**115.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Jiao Xie's solution](#)

**116.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Jiao Xie's solution](#)

**117.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Jiao Xie's solution](#)

**118.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Jiao Xie's solution](#)

**119.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Jiao Xie's solution](#)

**120.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Jiao Xie's solution](#)

**121.**

1628A

[Meximum Array](#) · [Tutorial](#)

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

[Jiao Xie's solution](#)

**122.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Jiao Xie's solution](#)

**123.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Jiao Xie's solution](#)

**124.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[Jiao Xie's solution](#)

**125.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Jiao Xie's solution](#)

**126.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Jiao Xie's solution](#)

**127.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Jiao Xie's solution](#)

**128.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Jiao Xie's solution](#)

**129.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Jiao Xie's solution](#)

**130.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Jiao Xie's solution](#)

**131.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Jiao Xie's solution](#)

**132.**

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-24 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Jiao Xie's solution](#)

**133.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Jiao Xie's solution](#)

**134.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Jiao Xie's solution](#)

**135.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,982 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Jiao Xie's solution](#)

**136.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Jiao Xie's solution](#)

**137.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Jiao Xie's solution](#)

**138.**

1603B

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

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

[Jiao Xie's solution](#)

**139.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Jiao Xie's solution](#)

**140.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Jiao Xie's solution](#)

**141.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Jiao Xie's solution](#)

**142.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Jiao Xie's solution](#)

**143.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Jiao Xie's solution](#)

**144.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Jiao Xie's solution](#)

**145.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Jiao Xie's solution](#)

**146.**

2007D

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

Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Jiao Xie's solution](#)

**147.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Jiao Xie's solution](#)

**148.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[Jiao Xie's solution](#)

**149.**

1628B

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

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

[Jiao Xie's solution](#)

**150.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Jiao Xie's solution](#)

**151.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Jiao Xie's solution](#)

**152.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Jiao Xie's solution](#)

**153.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Jiao Xie's solution](#)

**154.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Jiao Xie's solution](#)

**155.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Jiao Xie's solution](#)

**156.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Jiao Xie's solution](#)

**157.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Jiao Xie's solution](#)

**158.**

2007E

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

Rating: 1800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Jiao Xie's solution](#)

**159.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Jiao Xie's solution](#)

**160.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Jiao Xie's solution](#)

**161.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Jiao Xie's solution](#)

**162.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Jiao Xie's solution](#)

**163.**

1556C

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

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

[Jiao Xie's solution](#)

**164.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Jiao Xie's solution](#)

**165.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Jiao Xie's solution](#)

**166.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Jiao Xie's solution](#)

**167.**

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Jiao Xie's solution](#)

**168.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Jiao Xie's solution](#)

**169.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Jiao Xie's solution](#)

**170.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Jiao Xie's solution](#)

**171.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Jiao Xie's solution](#)

**172.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Jiao Xie's solution](#)

**173.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Jiao Xie's solution](#)

**174.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Jiao Xie's solution](#)

**175.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Jiao Xie's solution](#)

**176.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Jiao Xie's solution](#)

**177.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Jiao Xie's solution](#)

**178.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Jiao Xie's solution](#)

**179.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[Jiao Xie's solution](#)

**180.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Jiao Xie's solution](#)

**181.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Jiao Xie's solution](#)

**182.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Jiao Xie's solution](#)

**183.**

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Jiao Xie's solution](#)

**184.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Jiao Xie's solution](#)

**185.**

1616D

[Keep the Average High](#) · Tutorial

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Jiao\\_Xie's solution](#)

**186.**

1620D

[Exact Change](#) · Tutorial

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Jiao\\_Xie's solution](#)

**187.**

797E

[Array Queries](#) · Tutorial

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Jiao\\_Xie's solution](#)

**188.**

1613E

[Crazy Robot](#) · Tutorial

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Jiao\\_Xie's solution](#)

**189.**

1610D

[Not Quite Lee](#) · Tutorial

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Jiao\\_Xie's solution](#)

**190.**

1588B

[Guess the Permutation](#) · Tutorial

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Jiao\\_Xie's solution](#)

**191.**

920F

[SUM and REPLACE](#) · Tutorial

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Jiao\\_Xie's solution](#)

**192.**

1574D

[The Strongest Build](#) · Tutorial

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Jiao\\_Xie's solution](#)

**193.**

1566E

[Buds Re-hanging](#) · Tutorial

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Jiao\\_Xie's solution](#)

**194.**

1567D

[Expression Evaluation Error](#) · Tutorial

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jiao\\_Xie's solution](#)

**195.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Jiao\\_Xie's solution](#)

**196.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Jiao\\_Xie's solution](#)

**197.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Jiao\\_Xie's solution](#)

**198.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Jiao\\_Xie's solution](#)

**199.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Jiao\\_Xie's solution](#)

**200.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[Jiao\\_Xie's solution](#)

**201.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Jiao\\_Xie's solution](#)

**202.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Jiao\\_Xie's solution](#)

**203.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Jiao\\_Xie's solution](#)

**204.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Jiao\\_Xie's solution](#)

**205.**

1581E

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

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

[Jiao Xie's solution](#)

**206.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2021-07-31 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Jiao Xie's solution](#)

**207.**

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures

[Jiao Xie's solution](#)

**208.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Jiao Xie's solution](#)

**209.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Jiao Xie's solution](#)

**210.**

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Jiao Xie's solution](#)

**211.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Jiao Xie's solution](#)

**212.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Jiao Xie's solution](#)

**213.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Jiao Xie's solution](#)

**214.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Jiao Xie's solution](#)

**215.**

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Jiao Xie's solution](#)

**216.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Jiao Xie's solution](#)

**217.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Jiao Xie's solution](#)

**218.**

1610E

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

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

[Jiao Xie's solution](#)

**219.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Jiao Xie's solution](#)

**220.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Jiao Xie's solution](#)

**221.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Jiao Xie's solution](#)

**222.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Jiao Xie's solution](#)

**223.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Jiao Xie's solution](#)

**224.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Jiao Xie's solution](#)

**225.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Jiao Xie's solution](#)

**226.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Jiao Xie's solution](#)

**227.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Jiao Xie's solution](#)

**228.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Jiao Xie's solution](#)

**229.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Jiao Xie's solution](#)

**230.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Jiao Xie's solution](#)

**231.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Jiao Xie's solution](#)

**232.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Jiao Xie's solution](#)

**233.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Jiao Xie's solution](#)

**234.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Jiao Xie's solution](#)

**235.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[Jiao Xie's solution](#)

**236.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Jiao Xie's solution](#)

**237.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Jiao Xie's solution](#)

**238.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Jiao Xie's solution](#)

**239.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Jiao Xie's solution](#)

**240.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Jiao Xie's solution](#)

**241.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Jiao Xie's solution](#)

**242.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[Jiao Xie's solution](#)

**243.**

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Jiao Xie's solution](#)

**244.**

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Jiao Xie's solution](#)

**245.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Jiao\\_Xie's solution](#)

**246.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Jiao\\_Xie's solution](#)

**247.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Jiao\\_Xie's solution](#)

**248.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Jiao\\_Xie's solution](#)

**249.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Jiao\\_Xie's solution](#)

**250.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[Jiao\\_Xie's solution](#)

**251.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Jiao\\_Xie's solution](#)

**252.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Jiao\\_Xie's solution](#)

**253.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Jiao\\_Xie's solution](#)

**254.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Jiao\\_Xie's solution](#)

**255.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[Jiao Xie's solution](#)

**256.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Jiao Xie's solution](#)

**257.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Jiao Xie's solution](#)

**258.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Jiao Xie's solution](#)

**259.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Jiao Xie's solution](#)

**260.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Jiao Xie's solution](#)

**261.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Jiao Xie's solution](#)

**262.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-08-04 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Jiao Xie's solution](#)

**263.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,507 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Jiao Xie's solution](#)

**264.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Jiao Xie's solution](#)

**265.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,135 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Jiao\\_Xie's solution](#)

**266.**

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**267.**

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**268.**

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**269.**

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**270.**

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**271.**

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**272.**

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**273.**

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**274.**

106073C

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

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**275.**

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**276.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**277.**

105992C

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**278.**

105992F

[No explanation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**279.**

105992E

[Djangle v. Tepin-Óg,](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**280.**

105992A

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**281.**

105992G

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**282.**

105992J

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**283.**

105992K

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**284.**

105992M

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**285.**

105992I

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**286.**

105992D

[Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**287.**

105992H

[V b 112.5Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**288.**

105699G

[Geo Sharding · Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**289.**

105699H

[Have You Seen This Subarray? · Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**290.**

105699E

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Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**291.**

105699I

[Interactive Casino · Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**292.**

105699M

[Meta · Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**293.**

105459A

[Build a Computer · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**294.**

105459K

[Farm Management · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**295.**

105459J

[New Energy Vehicle · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**296.**

105459G

[Welcome to Join the Online Meeting! · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**297.**

105459C

[Giving Directions in Harbin · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**298.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**299.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**300.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**301.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**302.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**303.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**304.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**305.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**306.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**307.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**308.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**309.**

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**310.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**311.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**312.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**313.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**314.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**315.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**316.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**317.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**318.**

105657M

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

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**319.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**320.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**321.**

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**322.**

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**323.**

105471I

[Max GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**324.**

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**325.**

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**326.**

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**327.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**328.**

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**329.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**330.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**331.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**332.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**333.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**334.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**335.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**336.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**337.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**338.**

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**339.**

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**340.**

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**341.**

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**342.**

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao Xie's solution](#)

**343.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao Xie's solution](#)

**344.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao Xie's solution](#)

**345.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao Xie's solution](#)

**346.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao Xie's solution](#)

**347.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao Xie's solution](#)

**348.**

105544J

[Lead Time Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao Xie's solution](#)

**349.**

105544E

[Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao Xie's solution](#)

**350.**

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao Xie's solution](#)

**351.**

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao Xie's solution](#)

**352.**

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao Xie's solution](#)

**353.**

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**354.**

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**355.**

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**356.**

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**357.**

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**358.**

105486E

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

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**359.**

105486B

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

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**360.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**361.**

105486J

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

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**362.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**363.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**364.**

105486L

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

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**365.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**366.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**367.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**368.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**369.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**370.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**371.**

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**372.**

105481D

[yTUSasO](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**373.**

105481C

[c0ctN2ET](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**374.**

105481J

[~OpfIN'](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**375.**

105481A

[r1NtPwQx](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**376.**

105481B

[k0R0Mg/](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**377.**

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**378.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**379.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**380.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**381.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**382.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**383.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**384.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**385.**

103202M

[United in Stormwind](#) · [Tutorial](#)

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

[Jiao\\_Xie's solution](#)

**386.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

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

[Jiao\\_Xie's solution](#)

**387.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

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

[Jiao\\_Xie's solution](#)

**388.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

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

[Jiao\\_Xie's solution](#)

**389.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**390.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

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

[Jiao\\_Xie's solution](#)

**391.**

103202G

[The Witchwood](#) · [Tutorial](#)

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

[Jiao\\_Xie's solution](#)

**392.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**393.**

104270D

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**394.**

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**395.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**396.**

104270E

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Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**397.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**398.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**399.**

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**400.**

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jiao\\_Xie's solution](#)

**401.**

104566G

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**406.**

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**407.**

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**408.**

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**410.**

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**415.**

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**416.**

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**417.**

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**418.**

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**419.**

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**421.**

104976D

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**422.**

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**423.**

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**431.**

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**433.**

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