

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

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# Unique solved — John\_zyj

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

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Filters: none

Count: 1,034

- 1.**  
2082A  
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Quality: 11,207 global accepts · Rating: 800 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[John\\_zyj's solution](#)
- 2.**  
2209A  
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Quality: 21,509 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[John\\_zyj's solution](#)
- 3.**  
2208A  
[Bingo Candies](#) · [Tutorial](#)  
Quality: 20,236 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[John\\_zyj's solution](#)
- 4.**  
2176A  
[Operations with Inversions](#) · [Tutorial](#)  
Quality: 29,078 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
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- 5.**  
2171A  
[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)  
Quality: 37,250 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
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- 6.**  
2163A  
[Souvlaki VS. Kalamaki](#) · [Tutorial](#)  
Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[John\\_zyj's solution](#)
- 7.**  
2167A  
[Square?](#) · [Tutorial](#)  
Quality: 58,474 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
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- 8.**  
2167B  
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Quality: 51,830 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings  
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- 9.**  
2167C  
[Isamatdin and His Magic Wand!](#) · [Tutorial](#)  
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**10.**

2156A

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Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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**11.**

2154A

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Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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**12.**

2162A

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

Quality: 41,594 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**13.**

2153B

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Quality: 22,589 global accepts · Rating: 800 · first AC: 2025-10-10 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

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**14.**

2153A

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**15.**

2149B

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**16.**

2149A

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**17.**

2143A

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**18.**

2144A

[Cut the Array](#) · [Tutorial](#)

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**19.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**20.**

2137A

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

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**21.**

2134A

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Quality: 26,559 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[John\\_zyj's solution](#)

**22.**

2132A

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**23.**

2111A

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Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
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**24.**

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
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**25.**

2109A

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**26.**

2107A

[LRC and VIP](#) · [Tutorial](#)

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**27.**

2108A

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**28.**

2096A

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**29.**

2084A

[Max and Mod](#) · [Tutorial](#)

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**30.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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**31.**

2075A

[To Zero](#) · [Tutorial](#)

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**32.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

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**33.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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**34.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

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**35.**

2069A

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**36.**

2065B

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**37.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

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[John\\_zyj's solution](#)

**38.**

2062A

[String](#) · [Tutorial](#)

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**39.**

2048A

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**40.**

2038J

[Waiting for...](#) · [Tutorial](#)

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**41.**

2038N

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42.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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43.

2030B

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44.

2030A

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Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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45.

2022A

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Quality: 17,235 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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46.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,227 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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47.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,972 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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48.

2008C

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Quality: 36,482 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

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49.

2008B

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50.

2008A

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51.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

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52.

2000B

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53.

2000A

[Primary Task](#) · [Tutorial](#)

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54.

1999C

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55.

1999A

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56.

1978B

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57.

1986A

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58.

1985B

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59.

1985A

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60.

1979A

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61.

1976A

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62.

1977A

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**63.**

1974B

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**64.**

1974A

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**65.**

1942A

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**66.**

1946A

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**67.**

1945A

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**68.**

1948A

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**69.**

1941A

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**70.**

1935A

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**71.**

1937A

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**72.**

1934A

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Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**73.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,273 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

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**74.**

1933A

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**75.**

1927A

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**76.**

1918A

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**77.**

1922A

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**78.**

1921B

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**79.**

1921A

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**80.**

1919B

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**81.**

1919A

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**82.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**83.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,759 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**84.**

1902A

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Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**85.**

1903A

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**86.**

1900A

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**87.**

1896A

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**88.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,318 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**89.**

1898A

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**90.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

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**91.**

1886A

[Sum of Three](#) · [Tutorial](#)

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**92.**

1878B

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**93.**

1878A

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Quality: 78,682 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**94.**

1882A

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

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**95.**

1879A

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**96.**

1870A

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**97.**

1867A

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**98.**

1866A

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**99.**

1863A

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**100.**

1864A

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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**101.**

1858A

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Quality: 66,349 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

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**102.**

1859A

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**103.**

1856A

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**104.**

1849A

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**105.**

1665A

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**106.**

1809A

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**107.**

1804A

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1740B

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**109.**

1740A

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**110.**

1749A

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**111.**

1746B

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**112.**

1746A

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**113.**

1736A

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**114.**

1735A

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Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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**115.**

1738A

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**116.**

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**117.**

1730A

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**118.**

1734B

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**119.**

1734A

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[John\\_zyj's solution](#)

**120.**

1733A

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Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**122.**

1728A

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**123.**

1717A

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**124.**

1715A

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**125.**

1720B

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**126.**

1719B

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1719A

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**128.**

1716B

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**129.**

1716A

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**130.**

1704A

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**131.**

1711A

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**132.**

1709A

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**133.**

1676C

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**134.**

1676B

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**135.**

1676A

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Quality: 87,427 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**136.**

1674B

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**137.**

1674A

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**138.**

1673A

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**139.**

1671A

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**140.**

1669C

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**141.**

1669B

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Quality: 55,550 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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**142.**

1669A

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Quality: 88,547 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**143.**

1661A

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**144.**

1608A

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**145.**

1614A

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**146.**

1605A

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**147.**

1604A

[Era](#) · [Tutorial](#)

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**148.**

1582A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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**149.**

1586A

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**150.**

1562A

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**151.**

1560C

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**152.**

1560B

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**153.**

1560A

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**154.**

1552A

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**155.**

1551B1

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**156.**

1551A

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**157.**

1542A

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**158.**

1244A

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**159.**

1228A

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Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation

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**160.**

1230A

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[John\\_zyj's solution](#)

**161.**

1216A

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Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: strings

[John\\_zyj's solution](#)

**162.**

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[John\\_zyj's solution](#)

**163.**

1206A

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Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[John\\_zyj's solution](#)

**164.**

1200A

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**165.**

1091A

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Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

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**166.**

1080A

[Petya and Origami](#) · [Tutorial](#)

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**167.**

1064A

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**168.**

1065A

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Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[John\\_zyj's solution](#)

**169.**

1060A

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Quality: 15,717 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

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**170.**

1058A

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Rating: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation

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**171.**

1041A

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**172.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: implementation

[John\\_zyj's solution](#)

**173.**

1013A

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

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**174.**

999A

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**175.**

988A

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[John\\_zyj's solution](#)

**176.**

2209B

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**177.**

2171B

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Quality: 27,102 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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**178.**

2169A

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Quality: 19,058 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**179.**

2149C

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Quality: 28,143 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**180.**

2140B

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**181.**

2137B

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number theory

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**182.**

2132B

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

Quality: 33,553 global accepts · Rating: 900 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: math

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**183.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

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**184.**

2085A

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**185.**

2072B

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Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[John\\_zyj's solution](#)

**186.**

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**187.**

2048B

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

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**188.**

2033B

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**189.**

2005A

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**190.**

1990A

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Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

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**191.**

1985D

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Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**192.**

1951A

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Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**193.**

1945B

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**194.**

1941C

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**195.**

1927B

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Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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**196.**

1918B

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**197.**

1921C

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Quality: 32,604 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**198.**

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[John\\_zyj's solution](#)

**199.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[John\\_zyj's solution](#)

**200.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[John\\_zyj's solution](#)

**201.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,659 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[John\\_zyj's solution](#)

**202.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**203.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[John\\_zyj's solution](#)

**204.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[John\\_zyj's solution](#)

**205.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,264 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[John\\_zyj's solution](#)

**206.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**207.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[John\\_zyj's solution](#)

**208.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[John\\_zyj's solution](#)

**209.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[John\\_zyj's solution](#)

**210.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**211.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[John\\_zyj's solution](#)

**212.**

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[John\\_zyj's solution](#)

**213.**

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

[John\\_zyj's solution](#)

**214.**

1588A

[Two Arrays](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**215.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,486 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[John\\_zyj's solution](#)

**216.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,366 global accepts · Rating: 900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[John\\_zyj's solution](#)

**217.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[John\\_zyj's solution](#)

**218.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[John\\_zyj's solution](#)

**219.**

1206B

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

Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[John\\_zyj's solution](#)

**220.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: math

[John\\_zyj's solution](#)

**221.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, sortings

[John\\_zyj's solution](#)

**222.**

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation

[John\\_zyj's solution](#)

**223.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[John\\_zyj's solution](#)

**224.**

2167D

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

Quality: 30,209 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[John\\_zyj's solution](#)

**225.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[John\\_zyj's solution](#)

**226.**

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

[John\\_zyj's solution](#)

**227.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[John\\_zyj's solution](#)

**228.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[John\\_zyj's solution](#)

**229.**

2144B

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

Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**230.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[John\\_zyj's solution](#)

**231.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[John\\_zyj's solution](#)

**232.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[John\\_zyj's solution](#)

**233.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[John\\_zyj's solution](#)

**234.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[John\\_zyj's solution](#)

**235.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,109 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**236.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[John\\_zyj's solution](#)

**237.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[John\\_zyj's solution](#)

**238.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[John\\_zyj's solution](#)

**239.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,263 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[John\\_zyj's solution](#)

**240.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,383 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[John\\_zyj's solution](#)

**241.**

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[John\\_zyj's solution](#)

**242.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[John\\_zyj's solution](#)

**243.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,908 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[John\\_zyj's solution](#)

**244.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,380 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[John\\_zyj's solution](#)

**245.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
[John\\_zyj's solution](#)

**246.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[John\\_zyj's solution](#)

**247.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[John\\_zyj's solution](#)

**248.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[John\\_zyj's solution](#)

**249.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,611 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[John\\_zyj's solution](#)

**250.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,923 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[John\\_zyj's solution](#)

**251.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[John\\_zyj's solution](#)

**252.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings  
[John\\_zyj's solution](#)

**253.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[John\\_zyj's solution](#)

**254.**

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  
[John\\_zyj's solution](#)

**255.**

1614B

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

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[John\\_zyj's solution](#)

**256.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[John\\_zyj's solution](#)

**257.**

1562B

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

Quality: 20,544 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

[John\\_zyj's solution](#)

**258.**

1244B

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

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

[John\\_zyj's solution](#)

**259.**

1230B

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

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[John\\_zyj's solution](#)

**260.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[John\\_zyj's solution](#)

**261.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[John\\_zyj's solution](#)

**262.**

1027A

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

Quality: 18,805 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, strings

[John\\_zyj's solution](#)

**263.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: math

[John\\_zyj's solution](#)

**264.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[John\\_zyj's solution](#)

**265.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,241 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[John\\_zyj's solution](#)

**266.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[John\\_zyj's solution](#)

**267.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,327 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[John\\_zyj's solution](#)

**268.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[John\\_zyj's solution](#)

**269.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,813 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[John\\_zyj's solution](#)

**270.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[John\\_zyj's solution](#)

**271.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[John\\_zyj's solution](#)

**272.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[John\\_zyj's solution](#)

**273.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[John\\_zyj's solution](#)

**274.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[John\\_zyj's solution](#)

**275.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[John\\_zyj's solution](#)

**276.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**277.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[John\\_zyj's solution](#)

**278.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy  
[John\\_zyj's solution](#)

**279.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,415 global accepts · Rating: 1100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[John\\_zyj's solution](#)

**280.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[John\\_zyj's solution](#)

**281.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[John\\_zyj's solution](#)

**282.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,013 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[John\\_zyj's solution](#)

**283.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math  
[John\\_zyj's solution](#)

**284.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,676 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[John\\_zyj's solution](#)

**285.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[John\\_zyj's solution](#)

**286.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[John\\_zyj's solution](#)

**287.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**288.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[John\\_zyj's solution](#)

**289.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[John\\_zyj's solution](#)

**290.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[John\\_zyj's solution](#)

**291.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[John\\_zyj's solution](#)

**292.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[John\\_zyj's solution](#)

**293.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[John\\_zyj's solution](#)

**294.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 1100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[John\\_zyj's solution](#)

**295.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,951 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[John\\_zyj's solution](#)

**296.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[John\\_zyj's solution](#)

**297.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[John\\_zyj's solution](#)

**298.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[John\\_zyj's solution](#)

**299.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[John\\_zyj's solution](#)

**300.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**301.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[John\\_zyj's solution](#)

**302.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[John\\_zyj's solution](#)

**303.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[John\\_zyj's solution](#)

**304.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,620 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[John\\_zyj's solution](#)

**305.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[John\\_zyj's solution](#)

**306.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[John\\_zyj's solution](#)

**307.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[John\\_zyj's solution](#)

**308.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[John\\_zyj's solution](#)

**309.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[John\\_zyj's solution](#)

**310.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**311.**

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[John\\_zyj's solution](#)

**312.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: sortings

[John\\_zyj's solution](#)

**313.**

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,553 global accepts · Rating: 1100 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: implementation, math

[John\\_zyj's solution](#)

**314.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: sortings, strings

[John\\_zyj's solution](#)

**315.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[John\\_zyj's solution](#)

**316.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[John\\_zyj's solution](#)

**317.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[John\\_zyj's solution](#)

**318.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,681 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[John\\_zyj's solution](#)

**319.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,874 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

number theory

[John\\_zyj's solution](#)

**320.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[John\\_zyj's solution](#)

**321.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[John\\_zyj's solution](#)

**322.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[John\\_zyj's solution](#)

**323.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[John\\_zyj's solution](#)

**324.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[John\\_zyj's solution](#)

**325.**

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[John\\_zyj's solution](#)

**326.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[John\\_zyj's solution](#)

**327.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[John\\_zyj's solution](#)

**328.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,839 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[John\\_zyj's solution](#)

**329.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**330.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**331.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[John\\_zyj's solution](#)

**332.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[John\\_zyj's solution](#)

**333.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[John\\_zyj's solution](#)

**334.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,396 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[John\\_zyj's solution](#)

**335.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[John\\_zyj's solution](#)

**336.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[John\\_zyj's solution](#)

**337.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[John\\_zyj's solution](#)

**338.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[John\\_zyj's solution](#)

**339.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[John\\_zyj's solution](#)

**340.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[John\\_zyj's solution](#)

**341.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[John\\_zyj's solution](#)

**342.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[John\\_zyj's solution](#)

**343.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[John\\_zyj's solution](#)

**344.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[John\\_zyj's solution](#)

**345.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[John\\_zyj's solution](#)

**346.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[John\\_zyj's solution](#)

**347.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[John\\_zyj's solution](#)

**348.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**349.**

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[John\\_zyj's solution](#)

**350.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[John\\_zyj's solution](#)

**351.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[John\\_zyj's solution](#)

**352.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[John\\_zyj's solution](#)

**353.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,796 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[John\\_zyj's solution](#)

**354.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[John\\_zyj's solution](#)

**355.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[John\\_zyj's solution](#)

**356.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[John\\_zyj's solution](#)

**357.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[John\\_zyj's solution](#)

**358.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**359.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,718 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[John\\_zyj's solution](#)

**360.**

1582C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[John\\_zyj's solution](#)

**361.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[John\\_zyj's solution](#)

**362.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[John\\_zyj's solution](#)

**363.**

1207B

[Square Filling](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**364.**

1206C

[Almost Equal](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**365.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**366.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[John\\_zyj's solution](#)

**367.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math

[John\\_zyj's solution](#)

**368.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, math

[John\\_zyj's solution](#)

**369.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**370.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[John\\_zyj's solution](#)

**371.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: implementation

[John\\_zyj's solution](#)

**372.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**373.**

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: greedy, implementation

[John\\_zyj's solution](#)

**374.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,991 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation

[John\\_zyj's solution](#)

**375.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[John\\_zyj's solution](#)

**376.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[John\\_zyj's solution](#)

**377.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[John\\_zyj's solution](#)

**378.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,674 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[John\\_zyj's solution](#)

**379.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[John\\_zyj's solution](#)

**380.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[John\\_zyj's solution](#)

**381.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[John\\_zyj's solution](#)

**382.**

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[John\\_zyj's solution](#)

**383.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**384.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[John\\_zyj's solution](#)

**385.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[John\\_zyj's solution](#)

**386.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[John\\_zyj's solution](#)

**387.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[John\\_zyj's solution](#)

**388.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[John\\_zyj's solution](#)

**389.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[John\\_zyj's solution](#)

**390.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[John\\_zyj's solution](#)

**391.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[John\\_zyj's solution](#)

**392.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**393.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[John\\_zyj's solution](#)

**394.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[John\\_zyj's solution](#)

**395.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[John\\_zyj's solution](#)

**396.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[John\\_zyj's solution](#)

**397.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[John\\_zyj's solution](#)

**398.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[John\\_zyj's solution](#)

**399.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[John\\_zyj's solution](#)

**400.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[John\\_zyj's solution](#)

**401.**

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,440 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**402.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[John\\_zyj's solution](#)

**403.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[John\\_zyj's solution](#)

**404.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[John\\_zyj's solution](#)

**405.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[John\\_zyj's solution](#)

**406.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[John\\_zyj's solution](#)

**407.**

1746C

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

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

[John\\_zyj's solution](#)

**408.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[John\\_zyj's solution](#)

**409.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[John\\_zyj's solution](#)

**410.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[John\\_zyj's solution](#)

**411.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**412.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[John\\_zyj's solution](#)

**413.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[John\\_zyj's solution](#)

**414.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[John\\_zyj's solution](#)

**415.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,115 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[John\\_zyj's solution](#)

**416.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[John\\_zyj's solution](#)

**417.**

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[John\\_zyj's solution](#)

**418.**

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[John\\_zyj's solution](#)

**419.**

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[John\\_zyj's solution](#)

**420.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: math

[John\\_zyj's solution](#)

**421.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**422.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[John\\_zyj's solution](#)

**423.**

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[John\\_zyj's solution](#)

**424.**

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[John\\_zyj's solution](#)

**425.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[John\\_zyj's solution](#)

**426.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[John\\_zyj's solution](#)

**427.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[John\\_zyj's solution](#)

**428.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,845 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[John\\_zyj's solution](#)

**429.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[John\\_zyj's solution](#)

**430.**

2154C1

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

Quality: 13,544 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[John\\_zyj's solution](#)

**431.**

2162D

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

Quality: 12,364 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[John\\_zyj's solution](#)

**432.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[John\\_zyj's solution](#)

**433.**

2132C2

[The Cunning Seller \(hard version\) · Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[John\\_zyj's solution](#)

**434.**

1201C

[Maximum Median · Tutorial](#)

Quality: 33,242 global accepts · Rating: 1400 · first AC: 2025-07-07 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[John\\_zyj's solution](#)

**435.**

2111D

[Creating a Schedule · Tutorial](#)

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[John\\_zyj's solution](#)

**436.**

2110C

[Racing · Tutorial](#)

Quality: 15,829 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**437.**

2084C

[You Soared Afar With Grace · Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[John\\_zyj's solution](#)

**438.**

2038L

[Bridge Renovation · Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[John\\_zyj's solution](#)

**439.**

2038A

[Bonus Project · Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[John\\_zyj's solution](#)

**440.**

2038C

[DIY · Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[John\\_zyj's solution](#)

**441.**

2032C

[Trinity · Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[John\\_zyj's solution](#)

**442.**

2033E

[Sakurako, Kosuke, and the Permutation · Tutorial](#)

Quality: 14,141 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[John\\_zyj's solution](#)

**443.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[John\\_zyj's solution](#)

**444.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,775 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[John\\_zyj's solution](#)

**445.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[John\\_zyj's solution](#)

**446.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[John\\_zyj's solution](#)

**447.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[John\\_zyj's solution](#)

**448.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[John\\_zyj's solution](#)

**449.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[John\\_zyj's solution](#)

**450.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[John\\_zyj's solution](#)

**451.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[John\\_zyj's solution](#)

**452.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[John\\_zyj's solution](#)

**453.**

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[John\\_zyj's solution](#)

**454.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[John\\_zyj's solution](#)

**455.**

1919C

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

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[John\\_zyj's solution](#)

**456.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,573 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[John\\_zyj's solution](#)

**457.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**458.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[John\\_zyj's solution](#)

**459.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**460.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,967 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[John\\_zyj's solution](#)

**461.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[John\\_zyj's solution](#)

**462.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**463.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy  
[John\\_zyj's solution](#)

**464.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math  
[John\\_zyj's solution](#)

**465.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, interactive, math  
[John\\_zyj's solution](#)

**466.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[John\\_zyj's solution](#)

**467.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[John\\_zyj's solution](#)

**468.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[John\\_zyj's solution](#)

**469.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[John\\_zyj's solution](#)

**470.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[John\\_zyj's solution](#)

**471.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[John\\_zyj's solution](#)

**472.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[John\\_zyj's solution](#)

**473.**

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[John\\_zyj's solution](#)

**474.**

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

[John\\_zyj's solution](#)

**475.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[John\\_zyj's solution](#)

**476.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[John\\_zyj's solution](#)

**477.**

1228B

[Filling the Grid](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**478.**

1215B

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

Quality: 18,351 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[John\\_zyj's solution](#)

**479.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**480.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**481.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[John\\_zyj's solution](#)

**482.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[John\\_zyj's solution](#)

**483.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,776 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[John\\_zyj's solution](#)

**484.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[John\\_zyj's solution](#)

**485.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[John\\_zyj's solution](#)

**486.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[John\\_zyj's solution](#)

**487.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[John\\_zyj's solution](#)

**488.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[John\\_zyj's solution](#)

**489.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[John\\_zyj's solution](#)

**490.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[John\\_zyj's solution](#)

**491.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[John\\_zyj's solution](#)

**492.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[John\\_zyj's solution](#)

**493.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[John\\_zyj's solution](#)

**494.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[John\\_zyj's solution](#)

**495.**

2069C

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

Quality: 14,823 global accepts · Rating: 1500 · first AC: 2025-02-18 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[John\\_zyj's solution](#)

**496.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**497.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[John\\_zyj's solution](#)

**498.**

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

[John\\_zyj's solution](#)

**499.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[John\\_zyj's solution](#)

**500.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[John\\_zyj's solution](#)

**501.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[John\\_zyj's solution](#)

**502.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[John\\_zyj's solution](#)

**503.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[John\\_zyj's solution](#)

**504.**

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[John\\_zyj's solution](#)

**505.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[John\\_zyj's solution](#)

**506.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[John\\_zyj's solution](#)

**507.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,625 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[John\\_zyj's solution](#)

**508.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[John\\_zyj's solution](#)

**509.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[John\\_zyj's solution](#)

**510.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**511.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[John\\_zyj's solution](#)

**512.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[John\\_zyj's solution](#)

**513.**

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[John\\_zyj's solution](#)

**514.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[John\\_zyj's solution](#)

**515.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[John\\_zyj's solution](#)

**516.**

1738C

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

Quality: 12,777 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[John\\_zyj's solution](#)

**517.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[John\\_zyj's solution](#)

**518.**

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**519.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[John\\_zyj's solution](#)

**520.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[John\\_zyj's solution](#)

**521.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[John\\_zyj's solution](#)

**522.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[John\\_zyj's solution](#)

**523.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[John\\_zyj's solution](#)

**524.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[John\\_zyj's solution](#)

**525.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[John\\_zyj's solution](#)

**526.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**527.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**528.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[John\\_zyj's solution](#)

**529.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**530.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[John\\_zyj's solution](#)

**531.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**532.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: implementation, math

[John\\_zyj's solution](#)

**533.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[John\\_zyj's solution](#)

**534.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[John\\_zyj's solution](#)

**535.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[John\\_zyj's solution](#)

**536.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[John\\_zyj's solution](#)

**537.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[John\\_zyj's solution](#)

**538.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[John\\_zyj's solution](#)

**539.**

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[John\\_zyj's solution](#)

**540.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,826 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[John\\_zyj's solution](#)

**541.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**542.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[John\\_zyj's solution](#)

**543.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[John\\_zyj's solution](#)

**544.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[John\\_zyj's solution](#)

**545.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · last AC: 2025-01-17 · GNU C++ (first AC) · Tags: brute force, greedy, number theory

[John\\_zyj's solution](#)

**546.**

2048D

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

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

[John\\_zyj's solution](#)

**547.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[John\\_zyj's solution](#)

**548.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[John\\_zyj's solution](#)

**549.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[John\\_zyj's solution](#)

**550.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[John\\_zyj's solution](#)

**551.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[John\\_zyj's solution](#)

**552.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[John\\_zyj's solution](#)

**553.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[John\\_zyj's solution](#)

**554.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**555.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[John\\_zyj's solution](#)

**556.**

1886C

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

Quality: 16,608 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[John\\_zyj's solution](#)

**557.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[John\\_zyj's solution](#)

**558.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[John\\_zyj's solution](#)

**559.**

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[John\\_zyj's solution](#)

**560.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[John\\_zyj's solution](#)

**561.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[John\\_zyj's solution](#)

**562.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[John\\_zyj's solution](#)

**563.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[John\\_zyj's solution](#)

**564.**

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**565.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[John\\_zyj's solution](#)

**566.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**567.**

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[John\\_zyj's solution](#)

**568.**

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**569.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: data structures, dsu

[John\\_zyj's solution](#)

**570.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[John\\_zyj's solution](#)

**571.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**572.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[John\\_zyj's solution](#)

**573.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[John\\_zyj's solution](#)

**574.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**575.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[John\\_zyj's solution](#)

**576.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[John\\_zyj's solution](#)

**577.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[John\\_zyj's solution](#)

**578.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[John\\_zyj's solution](#)

**579.**

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[John\\_zyj's solution](#)

**580.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,607 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[John\\_zyj's solution](#)

**581.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[John\\_zyj's solution](#)

**582.**

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

[John\\_zyj's solution](#)

**583.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[John\\_zyj's solution](#)

**584.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[John\\_zyj's solution](#)

**585.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[John\\_zyj's solution](#)

**586.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,447 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[John\\_zyj's solution](#)

**587.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[John\\_zyj's solution](#)

**588.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[John\\_zyj's solution](#)

**589.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[John\\_zyj's solution](#)

**590.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[John\\_zyj's solution](#)

**591.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[John\\_zyj's solution](#)

**592.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[John\\_zyj's solution](#)

**593.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[John\\_zyj's solution](#)

**594.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[John\\_zyj's solution](#)

**595.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[John\\_zyj's solution](#)

**596.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[John\\_zyj's solution](#)

**597.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[John\\_zyj's solution](#)

**598.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[John\\_zyj's solution](#)

**599.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[John\\_zyj's solution](#)

**600.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,149 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[John\\_zyj's solution](#)

**601.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[John\\_zyj's solution](#)

**602.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[John\\_zyj's solution](#)

**603.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[John\\_zyj's solution](#)

**604.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[John\\_zyj's solution](#)

**605.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[John\\_zyj's solution](#)

**606.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[John\\_zyj's solution](#)

**607.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[John\\_zyj's solution](#)

**608.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[John\\_zyj's solution](#)

**609.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[John\\_zyj's solution](#)

**610.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[John\\_zyj's solution](#)

**611.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[John\\_zyj's solution](#)

**612.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[John\\_zyj's solution](#)

**613.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[John\\_zyj's solution](#)

**614.**

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

[John\\_zyj's solution](#)

**615.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[John\\_zyj's solution](#)

**616.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[John\\_zyj's solution](#)

**617.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[John\\_zyj's solution](#)

**618.**

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[John\\_zyj's solution](#)

**619.**

1228C

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

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

[John\\_zyj's solution](#)

**620.**

1230D

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

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

[John\\_zyj's solution](#)

**621.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**622.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[John\\_zyj's solution](#)

**623.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[John\\_zyj's solution](#)

**624.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[John\\_zyj's solution](#)

**625.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[John\\_zyj's solution](#)

**626.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[John\\_zyj's solution](#)

**627.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**628.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,762 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[John\\_zyj's solution](#)

**629.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**630.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[John\\_zyj's solution](#)

**631.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[John\\_zyj's solution](#)

**632.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[John\\_zyj's solution](#)

**633.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[John\\_zyj's solution](#)

**634.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[John\\_zyj's solution](#)

**635.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[John\\_zyj's solution](#)

**636.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[John\\_zyj's solution](#)

**637.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[John\\_zyj's solution](#)

**638.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[John\\_zyj's solution](#)

**639.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[John\\_zyj's solution](#)

**640.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[John\\_zyj's solution](#)

**641.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[John\\_zyj's solution](#)

**642.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[John\\_zyj's solution](#)

**643.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[John\\_zyj's solution](#)

**644.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

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**645.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[John\\_zyj's solution](#)

**646.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[John\\_zyj's solution](#)

**647.**

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[John\\_zyj's solution](#)

**648.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[John\\_zyj's solution](#)

**649.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[John\\_zyj's solution](#)

**650.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[John\\_zyj's solution](#)

**651.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**652.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[John\\_zyj's solution](#)

**653.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[John\\_zyj's solution](#)

**654.**

1732C1

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

Quality: 7,576 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[John\\_zyj's solution](#)

**655.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[John\\_zyj's solution](#)

**656.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[John\\_zyj's solution](#)

**657.**

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[John\\_zyj's solution](#)

**658.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[John\\_zyj's solution](#)

**659.**

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[John\\_zyj's solution](#)

**660.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[John\\_zyj's solution](#)

**661.**

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

[John\\_zyj's solution](#)

**662.**

1548B

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

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

[John\\_zyj's solution](#)

**663.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[John\\_zyj's solution](#)

**664.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[John\\_zyj's solution](#)

**665.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[John\\_zyj's solution](#)

**666.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[John\\_zyj's solution](#)

**667.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[John\\_zyj's solution](#)

**668.**

1058D

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[John\\_zyj's solution](#)

**669.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[John\\_zyj's solution](#)

**670.**

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

[John\\_zyj's solution](#)

**671.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[John\\_zyj's solution](#)

**672.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[John\\_zyj's solution](#)

**673.**

2137F

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

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[John\\_zyj's solution](#)

**674.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[John\\_zyj's solution](#)

**675.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[John\\_zyj's solution](#)

**676.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[John\\_zyj's solution](#)

**677.**

2038G

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

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

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**678.**

2009G1

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**679.**

2000F

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Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

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**680.**

1986F

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Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[John\\_zyj's solution](#)

**681.**

1977C

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Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

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**682.**

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[John\\_zyj's solution](#)

**683.**

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[John\\_zyj's solution](#)

**684.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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**685.**

1927F

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Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[John\\_zyj's solution](#)

**686.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[John\\_zyj's solution](#)

**687.**

1922D

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[John\\_zyj's solution](#)

**688.**

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[John\\_zyj's solution](#)

**689.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[John\\_zyj's solution](#)

**690.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[John\\_zyj's solution](#)

**691.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[John\\_zyj's solution](#)

**692.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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**693.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[John\\_zyj's solution](#)

**694.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[John\\_zyj's solution](#)

**695.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[John\\_zyj's solution](#)

**696.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[John\\_zyj's solution](#)

**697.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[John\\_zyj's solution](#)

**698.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[John\\_zyj's solution](#)

**699.**

1746D

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

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

[John\\_zyj's solution](#)

**700.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[John\\_zyj's solution](#)

**701.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**702.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[John\\_zyj's solution](#)

**703.**

1719D2

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

Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[John\\_zyj's solution](#)

**704.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[John\\_zyj's solution](#)

**705.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[John\\_zyj's solution](#)

**706.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[John\\_zyj's solution](#)

**707.**

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

[John\\_zyj's solution](#)

**708.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[John\\_zyj's solution](#)

**709.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,125 global accepts · Rating: 1900 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: dp, dsu, trees

[John\\_zyj's solution](#)

**710.**

1000D

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

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[John\\_zyj's solution](#)

**711.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[John\\_zyj's solution](#)

**712.**

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2019-12-03 · last AC: 2019-12-03 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[John\\_zyj's solution](#)

**713.**

1228D

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

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

[John\\_zyj's solution](#)

**714.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[John\\_zyj's solution](#)

**715.**

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[John\\_zyj's solution](#)

**716.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: bitmasks, graphs

[John\\_zyj's solution](#)

**717.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[John\\_zyj's solution](#)

**718.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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**719.**

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

[John\\_zyj's solution](#)

**720.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[John\\_zyj's solution](#)

**721.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[John\\_zyj's solution](#)

**722.**

2096D

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

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[John\\_zyj's solution](#)

**723.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[John\\_zyj's solution](#)

**724.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[John\\_zyj's solution](#)

**725.**

2048E

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

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

[John\\_zyj's solution](#)

**726.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[John\\_zyj's solution](#)

**727.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[John\\_zyj's solution](#)

**728.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[John\\_zyj's solution](#)

**729.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[John\\_zyj's solution](#)

**730.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[John\\_zyj's solution](#)

**731.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**732.**

1943B

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

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

[John\\_zyj's solution](#)

**733.**

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[John\\_zyj's solution](#)

**734.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[John\\_zyj's solution](#)

**735.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[John\\_zyj's solution](#)

**736.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[John\\_zyj's solution](#)

**737.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[John\\_zyj's solution](#)

**738.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[John\\_zyj's solution](#)

**739.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[John\\_zyj's solution](#)

**740.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[John\\_zyj's solution](#)

**741.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[John\\_zyj's solution](#)

**742.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[John\\_zyj's solution](#)

**743.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**744.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[John\\_zyj's solution](#)

**745.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**746.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[John\\_zyj's solution](#)

**747.**

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

[John\\_zyj's solution](#)

**748.**

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

[John\\_zyj's solution](#)

**749.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[John\\_zyj's solution](#)

**750.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[John\\_zyj's solution](#)

**751.**

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: math, number theory, trees

[John\\_zyj's solution](#)

**752.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2019-01-25 · last AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[John\\_zyj's solution](#)

**753.**

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, dp

[John\\_zyj's solution](#)

**754.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[John\\_zyj's solution](#)

**755.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · last AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[John\\_zyj's solution](#)

**756.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[John\\_zyj's solution](#)

**757.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[John\\_zyj's solution](#)

**758.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[John\\_zyj's solution](#)

**759.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[John\\_zyj's solution](#)

**760.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[John\\_zyj's solution](#)

**761.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[John\\_zyj's solution](#)

**762.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[John\\_zyj's solution](#)

**763.**

2038B

[Make It Equal](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**764.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[John\\_zyj's solution](#)

**765.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[John\\_zyj's solution](#)

**766.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[John\\_zyj's solution](#)

**767.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[John\\_zyj's solution](#)

**768.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[John\\_zyj's solution](#)

**769.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[John\\_zyj's solution](#)

**770.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[John\\_zyj's solution](#)

**771.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[John\\_zyj's solution](#)

**772.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[John\\_zyj's solution](#)

**773.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[John\\_zyj's solution](#)

**774.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[John\\_zyj's solution](#)

**775.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[John\\_zyj's solution](#)

**776.**

1808D

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

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[John\\_zyj's solution](#)

**777.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[John\\_zyj's solution](#)

**778.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[John\\_zyj's solution](#)

**779.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[John\\_zyj's solution](#)

**780.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[John\\_zyj's solution](#)

**781.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[John\\_zyj's solution](#)

**782.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[John\\_zyj's solution](#)

**783.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: brute force, dp, math, number theory, trees

[John\\_zyj's solution](#)

**784.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[John\\_zyj's solution](#)

**785.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[John\\_zyj's solution](#)

**786.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

probabilities, trees

[John\\_zyj's solution](#)

**787.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[John\\_zyj's solution](#)

**788.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[John\\_zyj's solution](#)

**789.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[John\\_zyj's solution](#)

**790.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[John\\_zyj's solution](#)

**791.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · last AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[John\\_zyj's solution](#)

**792.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[John\\_zyj's solution](#)

**793.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · last AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[John\\_zyj's solution](#)

**794.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[John\\_zyj's solution](#)

**795.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[John\\_zyj's solution](#)

**796.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[John\\_zyj's solution](#)

**797.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[John\\_zyj's solution](#)

**798.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[John\\_zyj's solution](#)

**799.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[John\\_zyj's solution](#)

**800.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[John\\_zyj's solution](#)

**801.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[John\\_zyj's solution](#)

**802.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[John\\_zyj's solution](#)

**803.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[John\\_zyj's solution](#)

**804.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[John\\_zyj's solution](#)

**805.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs, greedy, implementation

[John\\_zyj's solution](#)

**806.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[John\\_zyj's solution](#)

**807.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[John\\_zyj's solution](#)

**808.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[John\\_zyj's solution](#)

**809.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[John\\_zyj's solution](#)

**810.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[John\\_zyj's solution](#)

**811.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, math

[John\\_zyj's solution](#)

**812.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[John\\_zyj's solution](#)

**813.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths

[John\\_zyj's solution](#)

**814.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[John\\_zyj's solution](#)

**815.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[John\\_zyj's solution](#)

**816.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[John\\_zyj's solution](#)

**817.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[John\\_zyj's solution](#)

**818.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[John\\_zyj's solution](#)

**819.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[John\\_zyj's solution](#)

**820.**

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[John\\_zyj's solution](#)

**821.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[John\\_zyj's solution](#)

**822.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[John\\_zyj's solution](#)

**823.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[John\\_zyj's solution](#)

**824.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[John\\_zyj's solution](#)

**825.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[John\\_zyj's solution](#)

**826.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[John\\_zyj's solution](#)

**827.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[John\\_zyj's solution](#)

**828.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[John\\_zyj's solution](#)

**829.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[John\\_zyj's solution](#)

**830.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[John\\_zyj's solution](#)

**831.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[John\\_zyj's solution](#)

**832.**

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: data structures, math

[John\\_zyj's solution](#)

**833.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-11-14 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[John\\_zyj's solution](#)

**834.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[John\\_zyj's solution](#)

**835.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[John\\_zyj's solution](#)

**836.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[John\\_zyj's solution](#)

**837.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[John\\_zyj's solution](#)

**838.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[John\\_zyj's solution](#)

**839.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[John\\_zyj's solution](#)

**840.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[John\\_zyj's solution](#)

**841.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[John\\_zyj's solution](#)

**842.**

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[John\\_zyj's solution](#)

**843.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[John\\_zyj's solution](#)

**844.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[John\\_zyj's solution](#)

**845.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[John\\_zyj's solution](#)

**846.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[John\\_zyj's solution](#)

**847.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[John\\_zyj's solution](#)

**848.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[John\\_zyj's solution](#)

**849.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[John\\_zyj's solution](#)

**850.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[John\\_zyj's solution](#)

**851.**

1719F

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

Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[John\\_zyj's solution](#)

**852.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[John\\_zyj's solution](#)

**853.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[John\\_zyj's solution](#)

**854.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[John\\_zyj's solution](#)

**855.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[John\\_zyj's solution](#)

**856.**

2048F

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

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

[John\\_zyj's solution](#)

**857.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[John\\_zyj's solution](#)

**858.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[John\\_zyj's solution](#)

**859.**

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-11-20 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[John\\_zyj's solution](#)

**860.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[John\\_zyj's solution](#)

**861.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[John\\_zyj's solution](#)

**862.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[John\\_zyj's solution](#)

**863.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-10-19 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[John\\_zyj's solution](#)

**864.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-12-10 · GNU C++11 (first AC) · Tags: combinatorics, math

[John\\_zyj's solution](#)

**865.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[John\\_zyj's solution](#)

**866.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[John\\_zyj's solution](#)

**867.**

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[John\\_zyj's solution](#)

**868.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[John\\_zyj's solution](#)

**869.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[John\\_zyj's solution](#)

**870.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[John\\_zyj's solution](#)

**871.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[John\\_zyj's solution](#)

**872.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[John\\_zyj's solution](#)

**873.**

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[John\\_zyj's solution](#)

**874.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[John\\_zyj's solution](#)

**875.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[John\\_zyj's solution](#)

**876.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp  
[John\\_zyj's solution](#)

**877.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2019-08-20 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: number theory  
[John\\_zyj's solution](#)

**878.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices  
[John\\_zyj's solution](#)

**879.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive  
[John\\_zyj's solution](#)

**880.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math  
[John\\_zyj's solution](#)

**881.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[John\\_zyj's solution](#)

**882.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[John\\_zyj's solution](#)

**883.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings  
[John\\_zyj's solution](#)

**884.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[John\\_zyj's solution](#)

**885.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[John\\_zyj's solution](#)

**886.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[John\\_zyj's solution](#)

**887.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[John\\_zyj's solution](#)

**888.**

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[John\\_zyj's solution](#)

**889.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[John\\_zyj's solution](#)

**890.**

886F

[Symmetric Projections](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: 2900 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[John\\_zyj's solution](#)

**891.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[John\\_zyj's solution](#)

**892.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[John\\_zyj's solution](#)

**893.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[John\\_zyj's solution](#)

**894.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[John\\_zyj's solution](#)

**895.**

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[John\\_zyj's solution](#)

**896.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[John\\_zyj's solution](#)

**897.**

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2019-08-21 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: math, number theory

[John\\_zyj's solution](#)

**898.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[John\\_zyj's solution](#)

**899.**

2222A

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

Quality: 10,001 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[John\\_zyj's solution](#)

**900.**

106260I

[K-4](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**901.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[John\\_zyj's solution](#)

**902.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[John\\_zyj's solution](#)

**903.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[John\\_zyj's solution](#)

**904.**

104828F

[Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**905.**

104828I

[Guess Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**906.**

105471M

[Random Variables](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**907.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**908.**

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**909.**

105922H

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

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**910.**

105922A

[Genius Cirno's Genius Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**911.**

105922G

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

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**912.**

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: —

[John\\_zyj's solution](#)

**913.**

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**914.**

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**915.**

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**916.**

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**917.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**918.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**919.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**920.**

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**921.**

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**922.**

103447B

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

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**923.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · last AC: 2025-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**924.**

104825H

[LCA Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**925.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**926.**

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**927.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**928.**

105484C

[Topology](#) · [Tutorial](#)

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

[John\\_zyj's solution](#)

**929.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**930.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**931.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**932.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[John\\_zyj's solution](#)

**933.**

105336L

[Quota](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**934.**

105336K

[Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**935.**

103446B

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

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**936.**

104377A

[TCE](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**937.**

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**938.**

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**939.**

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**940.**

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**941.**

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**942.**

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**943.**

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**944.**

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**945.**

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**946.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**947.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**948.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**949.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[John\\_zyj's solution](#)

**950.**

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, combinatorics, games, math

[John\\_zyj's solution](#)

**951.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation, strings

[John\\_zyj's solution](#)

**952.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[John\\_zyj's solution](#)

**953.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, schedules

[John\\_zyj's solution](#)

**954.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[John\\_zyj's solution](#)

**955.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, binary search, dfs and similar, math

[John\\_zyj's solution](#)

**956.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[John\\_zyj's solution](#)

**957.**

104883B

[Yeg/NKI](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**958.**

104883C

[fò\ OFF/obàNKt •ó\ g x N\\* 1](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**959.**

104090I

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**960.**

104821M

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**961.**

104821L

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**962.**

104821A

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**963.**

104821F

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Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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**964.**

104821C

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Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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**965.**

104821G

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Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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**966.**

104821I

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**967.**

104022I

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**968.**

104022G

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**969.**

104022K

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**970.**

104022B

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**971.**

104022E

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**972.**

104022J

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**973.**

104022A

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**974.**

104172L

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Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**975.**

104172F

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Rating: — · first AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: —

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**976.**

104172A

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Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**977.**

104172K

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Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**978.**

104172H

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Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**979.**

104337K

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Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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**980.**

104400D

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Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**981.**

104090K

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Rating: — · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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**982.**

104270M

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Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**983.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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**984.**

103069B

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Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**985.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**986.**

103069A

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

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**987.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**988.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**989.**

104160A

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Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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**990.**

104160C

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Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**991.**

104160F

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Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**992.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**993.**

103861E

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Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**994.**

103861I

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Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**995.**

103861A

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Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**996.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**997.**

104128A

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Rating: — · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**998.**

104128M

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Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**999.**

104128D

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Rating: — · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1000.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1001.**

104128I

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Rating: — · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1002.**

104090G

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Rating: — · first AC: 2022-12-06 · last AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1003.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**1004.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1005.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1006.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1007.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1008.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1009.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[John\\_zyj's solution](#)

**1010.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1011.**

104065M

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

Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1012.**

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1013.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1014.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[John\\_zyj's solution](#)

**1015.**

103117E

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Rating: — · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1016.**

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1017.**

102821I

[Inventory](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[John\\_zyj's solution](#)

**1018.**

103446D

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Rating: — · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1019.**

101955J

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Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1020.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-13 · GNU C++11 (first AC) · Tags: —

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**1021.**

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —

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**1022.**

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: —

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**1023.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: —

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**1024.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: —

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**1025.**

100633J

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Rating: — · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: —

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**1026.**

101889B

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Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

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**1027.**

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

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**1028.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

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**1029.**

101889J

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**1030.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

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**1031.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

[John\\_zyj's solution](#)

**1032.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

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**1033.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

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**1034.**

101889C

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Rating: — · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: —

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